VOLUME II
NOVEMBER • DECEMBER 2006

THE CHRONICLES OF THE WORLD OF | RACKHAM

CRY HAVOC!

PREVIEW
AT-43: Therians
RACKHAM launches its plastic range

AARKLASH
The Wolfen packs
The Path of Ûraken

CONFRONTATION
Army guide: the Daïkinee elves
Dogs of War campaign: the Realm of Anakadir

CADWALLON
Creating my first character
Staging the Ancient peoples

PAINTING **GUIDE**
Goblin Ashigarû

5 EXCLUSIVE **CARDS**

Why do the Behemoth drums sound so baneful?
Why does the dragon's wail seem so painful?
Upon the faraway plains, the mountain orcs stride,
Rejoicing and craving for battle!
Upon the faraway plains the wirms and elves glide,
Prancing and dancing to battle!
Let the war bells ring
Since upon cities, winter they bring

The prophecy became a Cadwë nursery rhyme.

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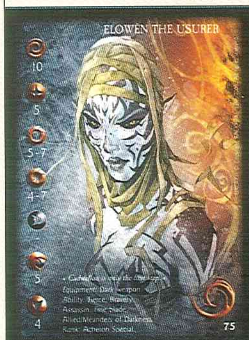

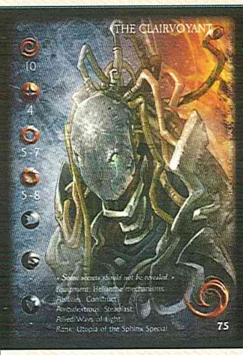

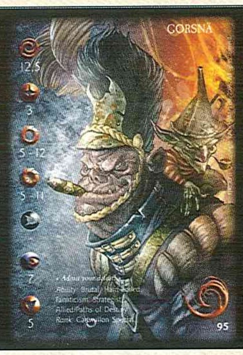

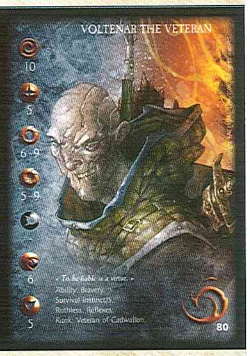

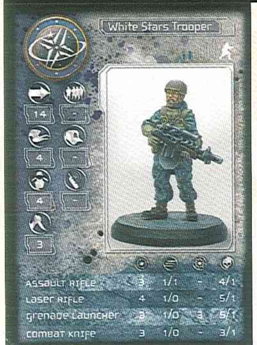

CARDS

Elöwen the Usurer (*Dogs of War*)
The Clairvoyant (*Dogs of War*)
Gorsnä (*Dogs of War*)
Voltenar the veteran (*Dogs of War*)
White Stars Trooper (*AT-43*)

These cards may not be sold seperatly from *Cry Havoc*.

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CRY HAVOC!

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CAUTION!

Some articles in this issue mention accessories that must be handled extremely carefully: the modelling knife with which one can cut oneself, the cyanoacrylate glue that bonds very quickly... We recommend that the youngest players and collectors only do the following activities under adult supervision and always carefully read and follow the instructions supplied with this material.

Copyright registration: October 2006
ISSN: 1772-371X

Cry Havoc is published by RACKHAM INC. with a capital of €321,589.20
Registered in BOBIGNY (France) under no. 2002B00124
44, rue de Lagny 93100 MONTREUIL-SOUS-BOIS, France
Legal representative: Jean Bey

Printed by Imprimerie Chirat (42540 SAINT-JUST-LA-PENDUE)
Printed in France

editorial

A month now that *Cadwallon* is out. This miniatures role playing game has stirred such curiosity that it is already a success. We stopped counting those who once the Players handbook in hand, have downloaded the first game aids and scenarios from www.rackham.fr. Also on the website, you will find the painting competitions and official tournament rules for the “Salon du jeu 2006”

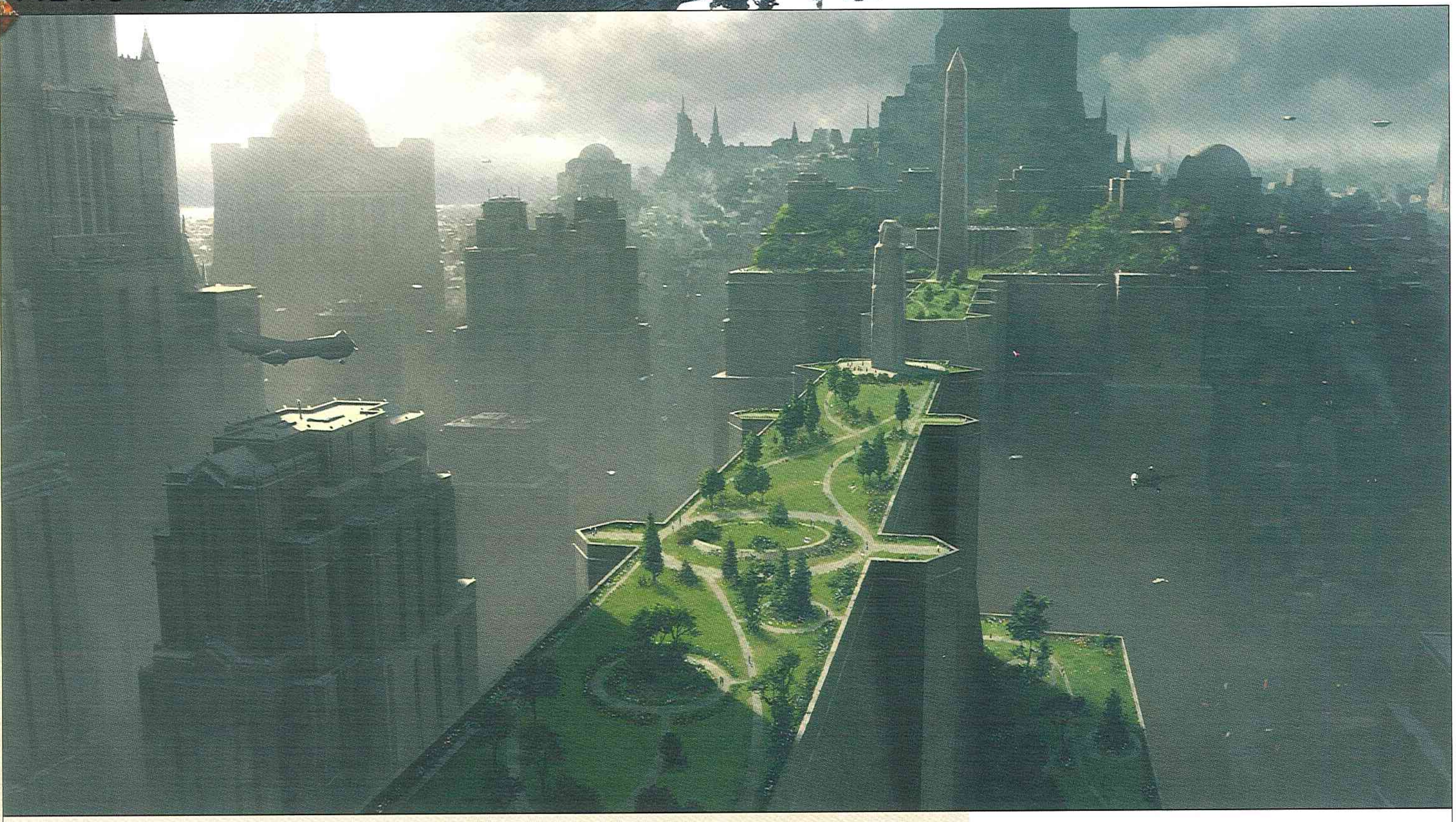
Concerning *AT-43*? While the press keeps questioning us about it, you should have a look at the presentation pages of one of the human armies of this Sci-Fi universe: the White Stars in world preview! In the meantime the writers, sculptors and painters are putting the final touch to the *AT-43 Initiation Set*, which will be released by the end of the year. This box will offer pre-assembled and pre-painted plastic miniature armies, of which the White Stars, and also scenarios to learn the rules of this new strategy game.

This *Cry Havoc* also offers some other surprises: a new version of the aberration... made of plastic. Yes, it must be said that even though Rackham does not renounce its noble metal pieces, those who like plastic will be able to appreciate the fineness of this sculpture coming by the end of summer.

Until this box comes out, discover the Daïkinee, new races for *Cadwallon*, the continuation of the *Dogs of War* campaign, the warrior's path and color code of the Ûraken goblins and so on, in this eleventh issue of *Cry Havoc*.

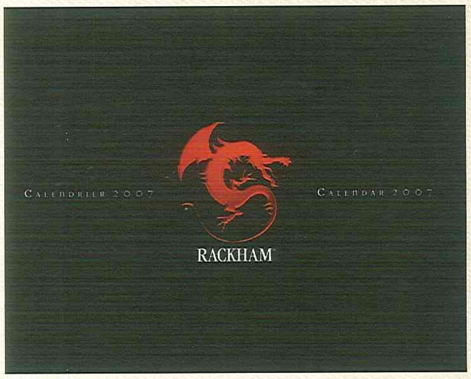
Enjoy your holidays,

And have fun playing games.



THE ART OF OUR UNIVERSES THROUGHOUT 2007!

CALENDAR 2007


Calendrier 2007
Calendar 2007
RACKHAM

February - Février
RACKHAM

January - Janvier
AT-43

August - Août
RACKHAM

Famous for the graphic quality of its universes, RACKHAM offers to all those who love fantasy and Sci-Fi to open a window on the worlds of AT-43®, Confrontation®, Rag'Narok® and, of course, Cadwallon® all year round.

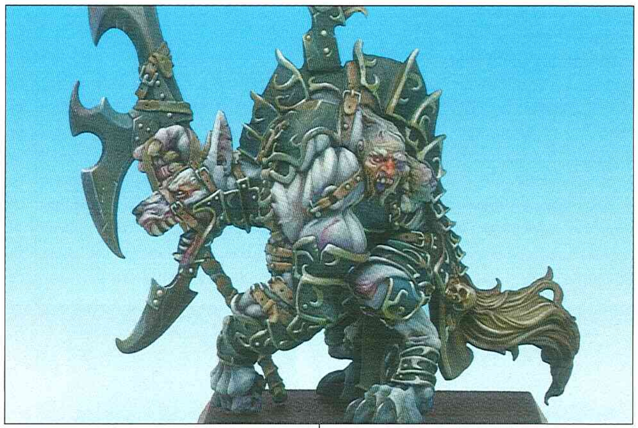
This extra-large calendar (53x42 cm) contains full color artwork by Paul Bonner, John Howe, Karl Kopinski, Adrian Smith and Richard Wright, as well as exclusive photos of AT-43® and Confrontation® miniature.

RECOMMENDED PUBLIC PRICE:
$26 /20 €

CALE 07

DEVOURERS OF VILE-TIS

SHURAT, THE WARLORD



DVLV 01

Shurat is the incarnation of carnage. From Avagddu to Syharhalna, from No-Dan-Kar to Alahan, his name rings like the scourge of the Rag'Narok: war, massacres and misery. The Warlord, followed by the ravaging hordes of the Beast, only lives for victory and only leaves ashes on his path.

Shurat is an unequaled fighter, with Initiative 7, Attack 11 and Strength 15, Defense 10 and Resilience 13. The abilities Born Killer, Fierce, Hardened, Brutish Charge, Implacable/4 and Rapidity make him an unstoppable deadly tornado, which chooses its targets and brings them down without mercy. Shurat is supplied with three reserved artifact cards which increase his devastating abilities: Fury, a sword stolen from a god; the Breastplate of the destroyer, which allows him to ignore pain; the Brand of carnage, which galvanizes his devourer companions within a 30 cm radius.

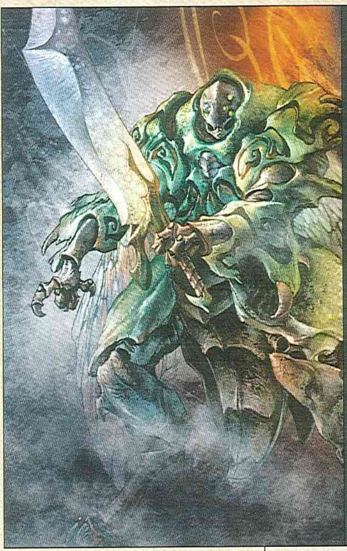
THIS BOX CONTAINS:

1 MINIATURE AND 4 CARDS FOR *CONFRONTATION*, *RAG'NAROK* AND *CADWALLON*.

SHURAT, THE WARLORD
RANK: DEVOURER LIVING LEGEND.
CARNAGE.
300 A.P.

RECOMMENDED PUBLIC PRICE:
$52 /40 €

DACR 01



MANDIGORN WARRIOR

1 MINIATURE AND 2 CARDS FOR *CONFRONTATION, RAG'NAROK* **AND** *CADWALLON.*

MANDIGORN WARRIOR
RANK: DAÏKINEE CREATURE. IMMORTAL OF DESTINY. FAYE.
55 A.P.

RECOMMENDED PUBLIC PRICE:
$19.50 / 15 €

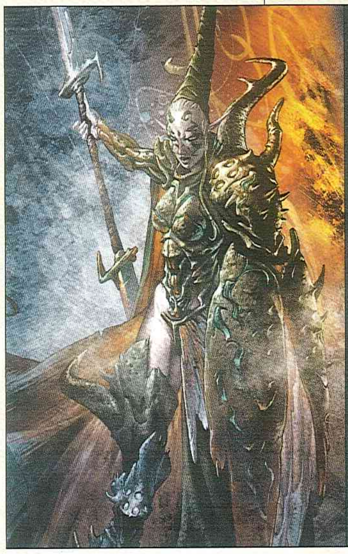
Mandigorns, impressive speaking insects, are the warriors of Earhë, the goddess of the Daïkinee elves. These immortal guardians embody the vital force of the eternal forest and protect the elemental balance which reigns there. They don't care for the political interests of the peoples engaged in the Rag'narok. On the other hand, the devouring ambition of Light and Darkness are at the heart of their concerns.

Mandigorns are creatures intended to accompany the Daïkinee Elves on the battlefield. Their insect strength and their thick chitin shell gives them Strength 10 and Resilience 12, as well as the abilities "Implacable/1" and "Regeneration/5". Besides they are capable of flying (they have a Movement of 15/20) and can launch destructive dive attacks, thanks to their Attack 5 and to Brutish charge. Mandigorns are real flying tanks for the Daïkinee!

Ever since she is young, Maneös is revolted by the way the civilized nations waste the gifts of nature. She is persuaded that this plundering of the civilized nation is responsible of the impoverishment of the magic which used to soak Aarklash. Being born of high birth, she left the intrigues of the fayery court to embrace a carreer of arms. She has a knight's vocation; and a beast's heart.

Maneös is a Character quite indicated for classic *Confrontation*® compositions. Like the other Scarab Warriors which she comes from, she possesses the ability Master Strike. Combined with Attack 6 and Strength 7, this ability allows her to hurl attacks with Strength 15. Goan, her artifact sword, increases her offensive abilities by giving her War Fury or, with the support of a magician, Born Killer. The Shell of Anura gives her an additional test of Regeneration per round.

DACH 01



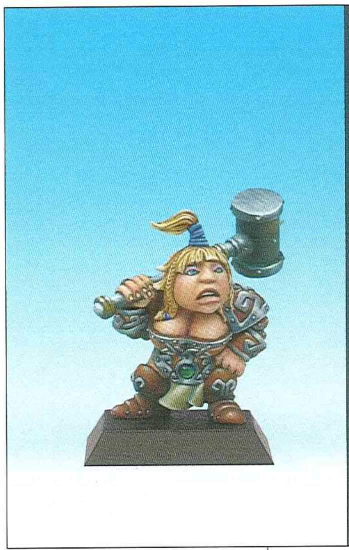
MANEÖS, WARRIOR BEETLE

1 MINIATURE AND 3 CARDS FOR *CONFRONTATION, RAG'NAROK* **AND** *CADWALLON.*

MANEÖS, WARRIOR BEETLE
RANK: DAÏKINEE ELITE CHAMPION.
80 A.P.

RECOMMENDED PUBLIC PRICE:
$15.60 / 12 €

NAEL 07



KHOR WARRIOR

1 MINIATURE AND 2 CARDS FOR *CONFRONTATION, RAG'NAROK* **AND** *CADWALLON.*

KHOR WARRIOR
RANK: DWARF ELITE.
21 A.P.

RECOMMENDED PUBLIC PRICE:
$15.60 / 12 €

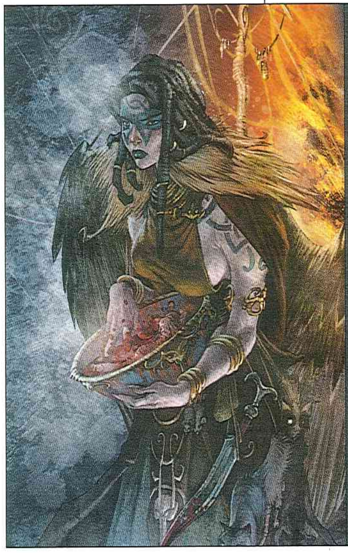
Khors are an elite corps within the army of Tir-Nâ-Bor. Brave and proud, they are the first ones to raise to the ramparts of the dwarf fortresses or to charge the enemies of the Aegis. Based in Kâ-In-Ar, this army unit of the republican army is several centuries old. Its soldiers are severely monitored and undergo a terrible training. In the end, these elite warriors receive their Khor equipment. Besides, their bad character was transformed into outstanding aggressiveness. They use it to serve the Republic and the motto of the Khor: "A Khor may die but will not surrender"

Their high values in Strength and Resilience (respectively 7 and 8) gives them quite a tactical advantage; Brutal and Hard-boiled perfectly complete these characteristics. Besides, RACKHAM takes advantage of this feminine edition of the Khor to level these references with *Confrontation 3*® by adding the new Solo abilities.

Contrary to most of Drunes, Gwernydd did not learn the Gnosis from the Wyrds, but from the Formors. She lived for many years among the supernatural allies of Drunes and adopted numerous customs and characteristics of the messengers of Darkness. Today, filled with the ideals of the Gnosis, she helps her people using her mystic powers.

Gwernydd is an ideal Drune faithful to play *Confrontation*®. Her moderate cost (30 A.P.) allows to incorporate her to an army containing another Character or high cost fighters, such as Formors. Her Movement of 12,5 allows Gwernydd to keep up with the speed of these creatures. Besides, her artifact "The Formor Urn" allows to include them in the calculation of her Temporary Faith, in spite of her "Iconoclast" ability.

DRFI 103



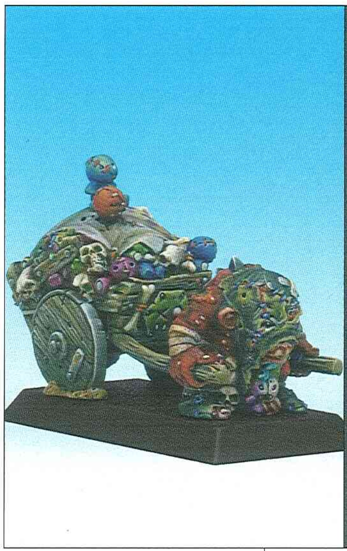
GWERNYDD

1 MINIATURE AND 4 CARDS FOR *CONFRONTATION, RAG'NAROK* **AND** *CADWALLON.*

GWERNYDD
RANK: KELT DEVOUT. SHADOWY-ONE.
30 A.P.

RECOMMENDED PUBLIC PRICE:
$14.30 / 11 €

CDMA 02



MORZATH THE HELL-SPAT

I MINIATURE AND 6 CARDS FOR *CONFRONTATION, RAG'NAROK* **AND** *CADWALLON*.

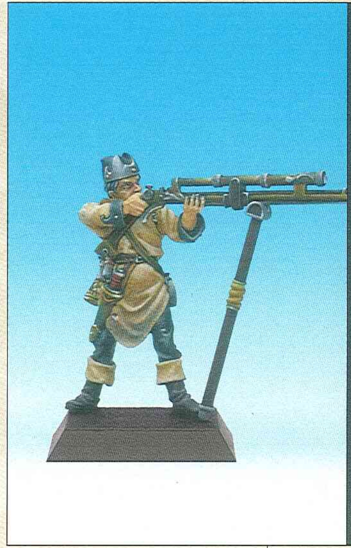
MORZATH THE HELL-SPAT
RANK: ADEPT OF CADWALLON.
150 A.P.

RECOMMENDED PUBLIC PRICE:
$17.55 / 13.50 €

Sometimes, some Possessed manage to escape the Despot. Mostly, because another possession replaces the former. Thus a warrior of the Abyss namedMorzath, deformed and quartered to unrewarding tasks, became the toy of a powerful demon of the Realms of Darkness. Fleeing the wrath of his former brothers, he managed to get to Cadwallon. Morzath put his magic intensity recently acquired in the service of the Free City. Nevertheless, it is sure that the demon embodied in this dwarf pursues his own quest, maybe even against Cadwallon.

Morzath conceals dreadful power, just like the demon who lives within him. This powerful magician with Power 7, is a such a great support fighter that a *Confrontation*® army will naturally organize itself around him. Surrounded with a swarm of summoned fighters, he is protected from enemy fighters by the ability «Dreadful». If this was not enough, he can call on the power of the demon which slumbers within him and turn into a mighty creature.

CDCH 04



CARRACHE THE BOMBLAYER

I MINIATURE AND 3 CARDS FOR *CONFRONTATION, RAG'NAROK* **AND** *CADWALLON*.

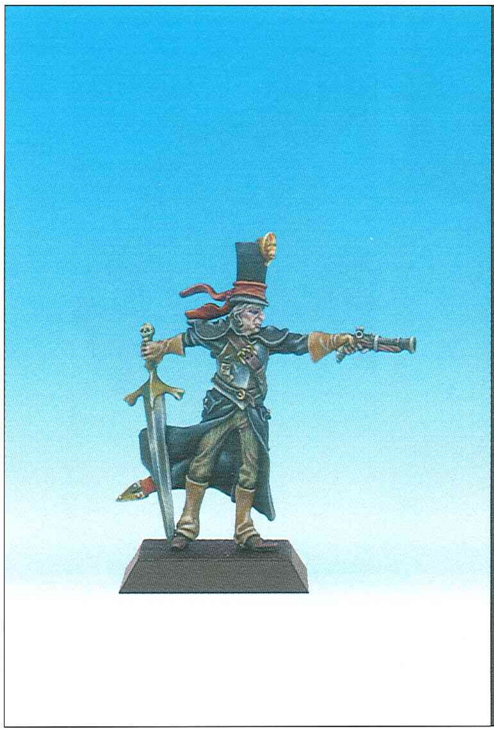
CARRACHE THE BOMBLAYER
RANK: ELITE CHAMPION OF CADWALLON. ARCHITECT.
55 A.P.

RECOMMENDED PUBLIC PRICE:
$10.40 / 8 €

The Guild of Architects gathers engineers of every kind, including sappers and war engineers. Carrache is a part of these, as comfortable in a workshop as on a battlefield. He is unequaled regarding building and modifying rifles, and he shows the same skill to neutralize his enemies. His lack of morals was the cause of numerous reproaches within the Guild of Architects, but his will to better himself is so strong, so pure that it fascinates even the most moralizing critics.

Carrache the Bomblayer is a terribly accurate marksman. A value of Aim of 5 assures him to hit anything with certainty up to 50 cm. Besides, if Lady Luck smiles on him, he can deal lethal wound thanks to his ability "Bull's Eye". Dreading only the fray, he avoids it using minefields which he can deploy.

CDCH 05



SYTH MORNIS

2 MINIATURES AND 5 CARDS FOR *CONFRONTATION, RAG'NAROK* **AND** *CADWALLON*.

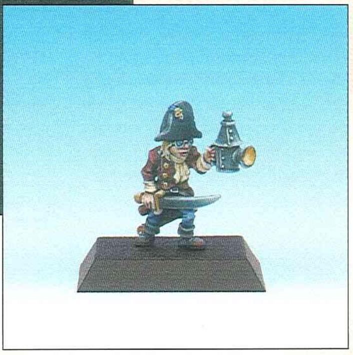
SYTH MORNIS
RANK: ELITE CHAMPION OF CADWALLON. USURER.
75 A.P.

WEAPON BEARER
RANK: IRREGULAR OF CADWALLON.
10 A.P.

RECOMMENDED PUBLIC PRICE:
$15.60 / 12 €

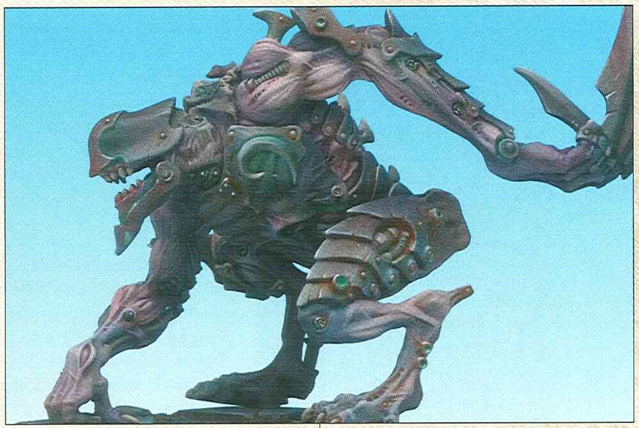
Syth Mornis is an important figure of Cadwallon, the City of thieves. He is indeed the official Grand Master of the Guild of Usurers and its representative to the council of guilds. The charisma of this pale faced character makes people forget the sinister reputation of his guild. Nevertheless he is a dangerous opponent, and he even thwarts daily personal murder attempts. The rumor claims that his pistol, the Creditor, is possessed by a demon and that his Blade of sorrow is the prison of the soul of his bankrupt debtors.

The miniature of Syth Mornis allows to stage him in the tactical role playing game *Cadwallon*®. He is supplied with a weapon bearer, essential to his movements in the upper city and with the reference cards allowing to play him in *Confrontation*® and *Rag'Narok*®. For 75 A.P., he shows honorable combat abilities (Attack 5 and Strength 6, Defense 5 and Resilience 7). On top of that, he benefits from Resolution/2, Righteous, Leadership/10 and Master strike/3. Finally he has access to the Creditor, a pistol with unlimited range, and to the Blade of Sorrow, a sword which hinders the defenses of his opponents.



DIRZ ALCHEMISTS

ABERRATION PRIME



L

SCBO 05

Aberration primes, the dark progeny of Hybrid technology, represent the first step of evolution in the eye of the Dirz Alchemists. These creatures, half-beast half-machine, combine the fury of the brute with the sharp efficiency of the machine. The mutations they developed increase their capacities and render them even more lethal.

The Aberration Prime is a terrifying creature, fighting on an equal footing with the mountain-warrior or the Cynwäll dragon. This evolution of the aberration of *Hybrid®* has characteristics higher than the latter and the ability "Implacable/2". Besides The Aberration Prime is flexible; each of the choices made for its assembly echoes on its reference profile, to make it the most dreaded alchemical creature!

THIS BOX CONTAINS:

1 MINIATURE AND 6 CARDS FOR *CONFRONTATION*, *RAG'NAROK*, *CADWALLON* AND *HYBRID*.

ABERRATION PRIME
RANK: SCORPION CREATURE
180 A.P.

RECOMMENDED PUBLIC PRICE:
$32.50 / 25 €

AT-43® miniatures painted by the Rackham Studio.

AT-43

INITIATION SET : OPERATION DAMOCLES

(1)

(1)

(1)

(1)

XXL

ATSET 01

43rd Year after the Great Therian offensive against the planet Ava. Although the major human powers had to ally to drive back this invasion from another world,the White Stars and the Red Blok have not forgotten their old rivalry. Even an event such as 'the Trauma' wasn't enough to erase decades of war.

Further more, the emergence of a third party and the development of hybrid technologies gave to the conflict a new dimension. The rush to armament and industrial espionage are more relevant now than ever before and the battles extend to all the known planets of the solar system.

Choose your side and join the battle!

The INITIATION SET box is both a complete game for 2 players and an introduction to the rules of AT-43®. The White Stars forces face, over several missions, the terrifying Therian aliens on one of their Factory-planets. These scenarios allow you to learn the basics of the game in a simplified form at first, and then step into its strategic depth. The box contains all the necessary material for two players to play the six missions of the handbook.

(1) Pre-painted AT-43® miniatures as sold in the box.

THIS BOX CONTAINS:

- A 120 PAGE FULL COLOR RULES HANDBOOK IN 5 LANGUAGES (ENGLISH, SPANISH, GERMAN, ITALIAN AND FRENCH);
- 19 PLASTIC MINIATURES, ASSEMBLED AND PAINTED (17 FOOT SOLDIERS AND 2 COMBAT STRIDERS);
- 1 GAME SUPPORT POSTER (ILLUSTRATED ON BOTH SIDES);
- TERRAIN ELEMENTS: 2 GENERATORS, 6 LOW WALL SECTIONS, 1 CONTAINER;
- GAME MATERIAL: 6 RACKHAM D6, 1 AT-43® RIBBON RULER AND 9 AT-43® REFERENCE CARDS.

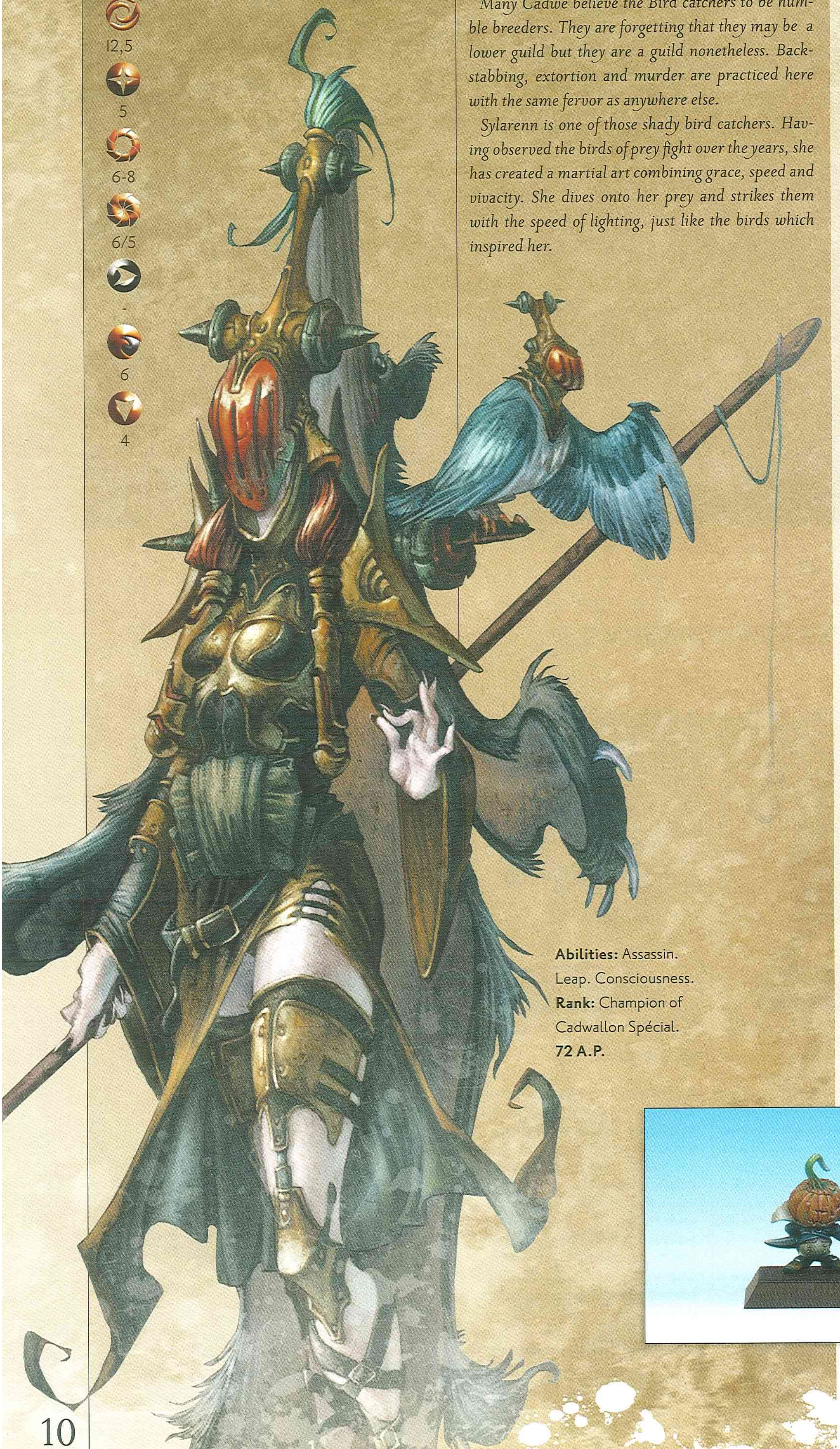
RECOMMENDED PUBLIC PRICE: $80 / 80€

SYLARENN, THE BIRD OF PREY CDCH 06

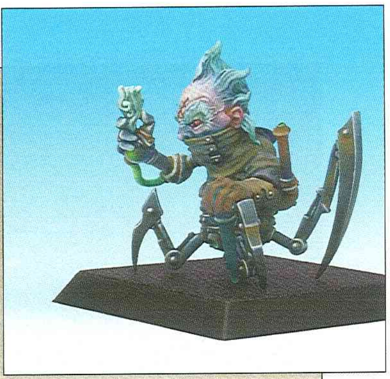
12,5
5
6-8
6/5
-
6
4

Many Cadwë believe the Bird catchers to be humble breeders. They are forgetting that they may be a lower guild but they are a guild nonetheless. Backstabbing, extortion and murder are practiced here with the same fervor as anywhere else.

Sylarenn is one of those shady bird catchers. Having observed the birds of prey fight over the years, she has created a martial art combining grace, speed and vivacity. She dives onto her prey and strikes them with the speed of lighting, just like the birds which inspired her.

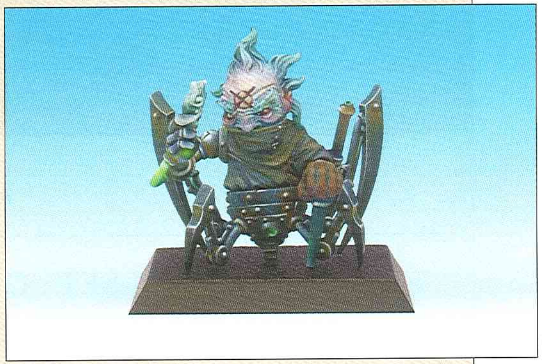


Abilities: Assassin. Leap. Consciousness.
Rank: Champion of Cadwallon Spécial.
72 A.P.



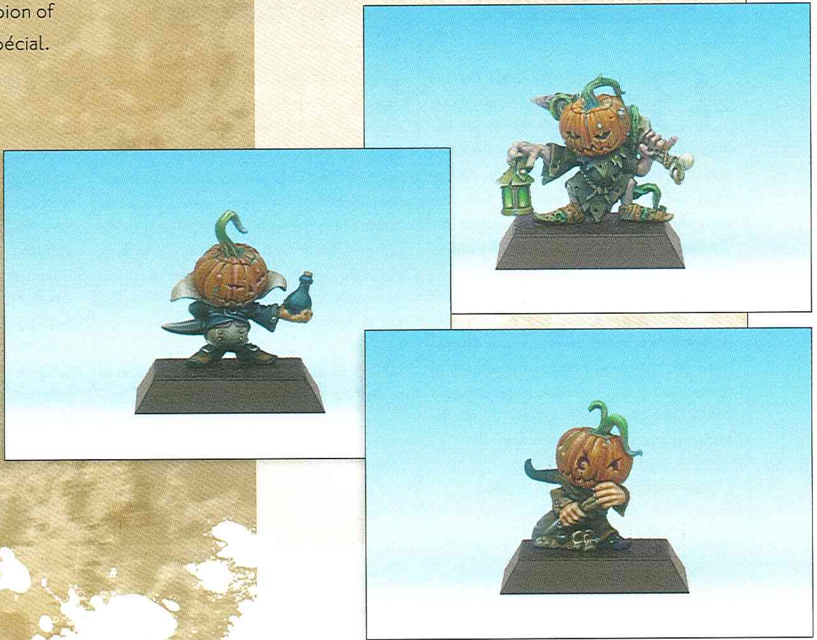
NURBALD THE SCULPTOR
CDMA 03 (45 A.P.)

Nurbald is an Initiate of Cadwallon (Initiate of Darkness, POW 4). He masters Chtonian magic and wields dark powers: The Skiross stone allows him to integrate Acheron fighters to his side and the spell «Dolls of flesh» allows him to reanimate zombies. Plagued hand inflicts great penalties to its victims in order to subdue them to Darkness.



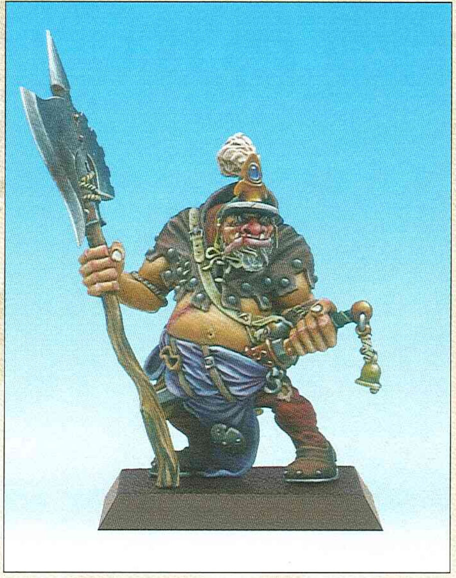
PIXIE TRICKSTERS
CDCR 01 (12 A.P.)

The pixie tricksters are the perfect trouble makers when looking to ruin enemy strategy. Then can be an unpleasant surprise during deployment with their "Scout" ability. They can also hinder much more powerful enemy fighters thanks to Luck and their high Defense (DEF 5). And when they are too badly hurt, they can easily transfer their luck to another fighter.



KHAURIK'S GUARD
CDCR 02 (60 A.P.)

Khaurik's guards are dreaded fighters. These Frightening warriors (FEAR 7) owe their efficiency to their high passive characteristics (FOR 12, RES 11). They also come with Brutal, Hard-boiled, Fanaticism and Implacable/1.



KHAURIK'S TRIGGER
CDCR 03 (62 A.P.)

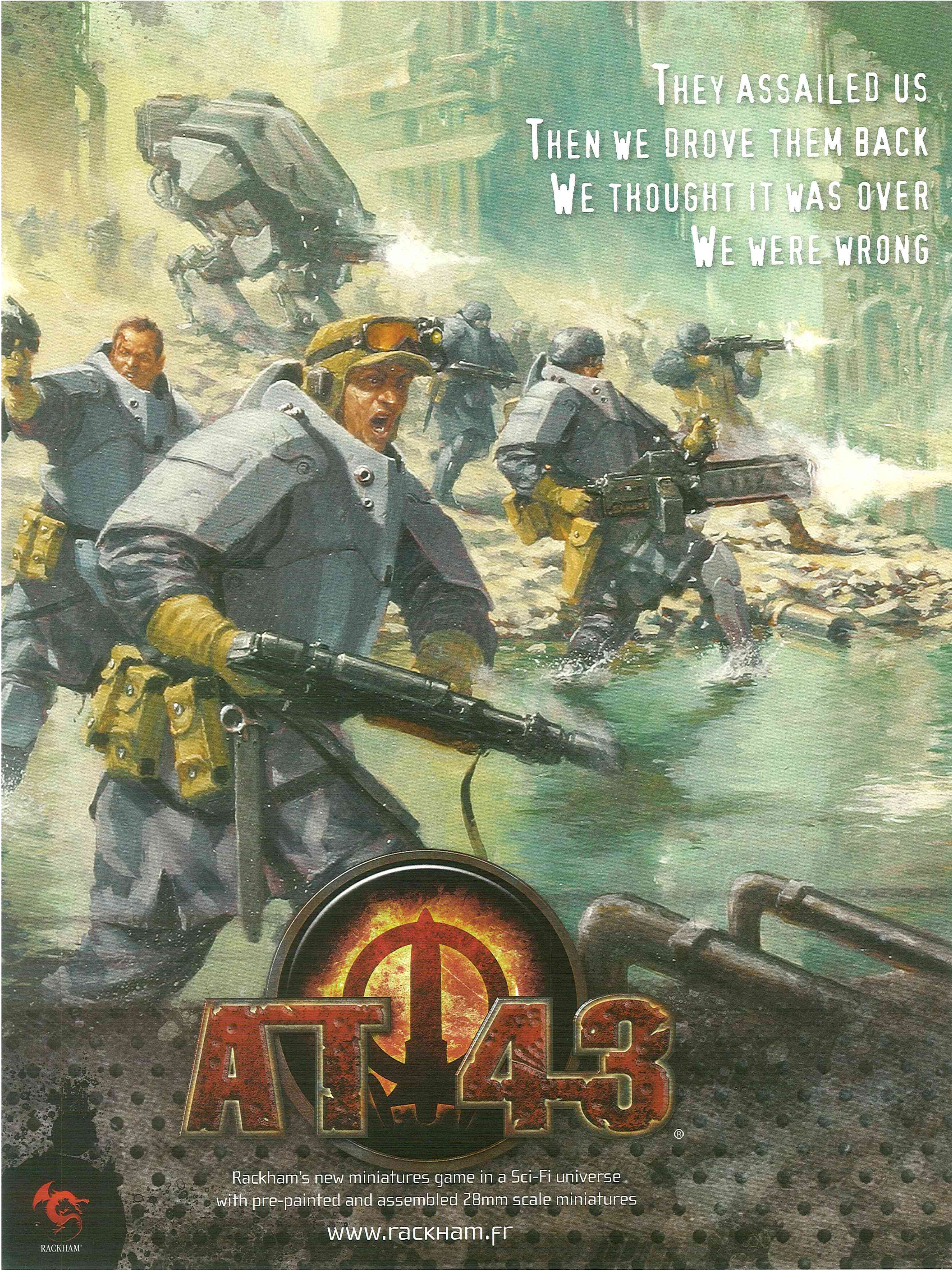
Khaurik's triggers have swapped their halberds for the official Ogrokh pistol/FOR 8, Range 15-25-35. They also have Assault firing which allows them to lead particularly deadly charges. And they are still terrifying in hand to hand combat thanks to ATT/FOR 5/11, DEF/RES 4/11 and FEAR 7.

MEARI THE PROTECTOR DAFI 01

Meari is part of the Daikinee who live their lives according to the teachings of Earhë, the goddess of Twilight governing the life, the death and the vital forces of the Guardians of Quitharyan. Usually, he celebrates marriages, blesses burials and more rarely births. Since the Daïkinee have joined the battlefields of the Rag'narok, Meari walks by the side his people's soldiers. He also fulfills the symbolic second duty of Earhë by designating the emerald champions.

Abilities: Regeneration/5.
Faithful of Earhë/10.
Rank: Daïkinee devout.
33 A.P.

12,5
3
3/3
3/5
-
3
2/1/0


THEY ASSAILED US
THEN WE DROVE THEM BACK
WE THOUGHT IT WAS OVER
WE WERE WRONG
AT-43®
RACKHAM

Rackham's new miniatures game in a Sci-Fi universe
with pre-painted and assembled 28mm scale miniatures

www.rackham.fr

I FOUGHT THEM ONCE
I UNDERESTIMATED THEM
THEY THOUGHT IT WAS OVER
BUT IT WAS JUST THE BEGINNING

NO ONE EVADES WAR!

with original art from:
Adrian Smith
Karl Kopinski
Kev Walker
Wayne England
Davide Fabbri
and Paolo Parente!

CHRISTMAS 2006

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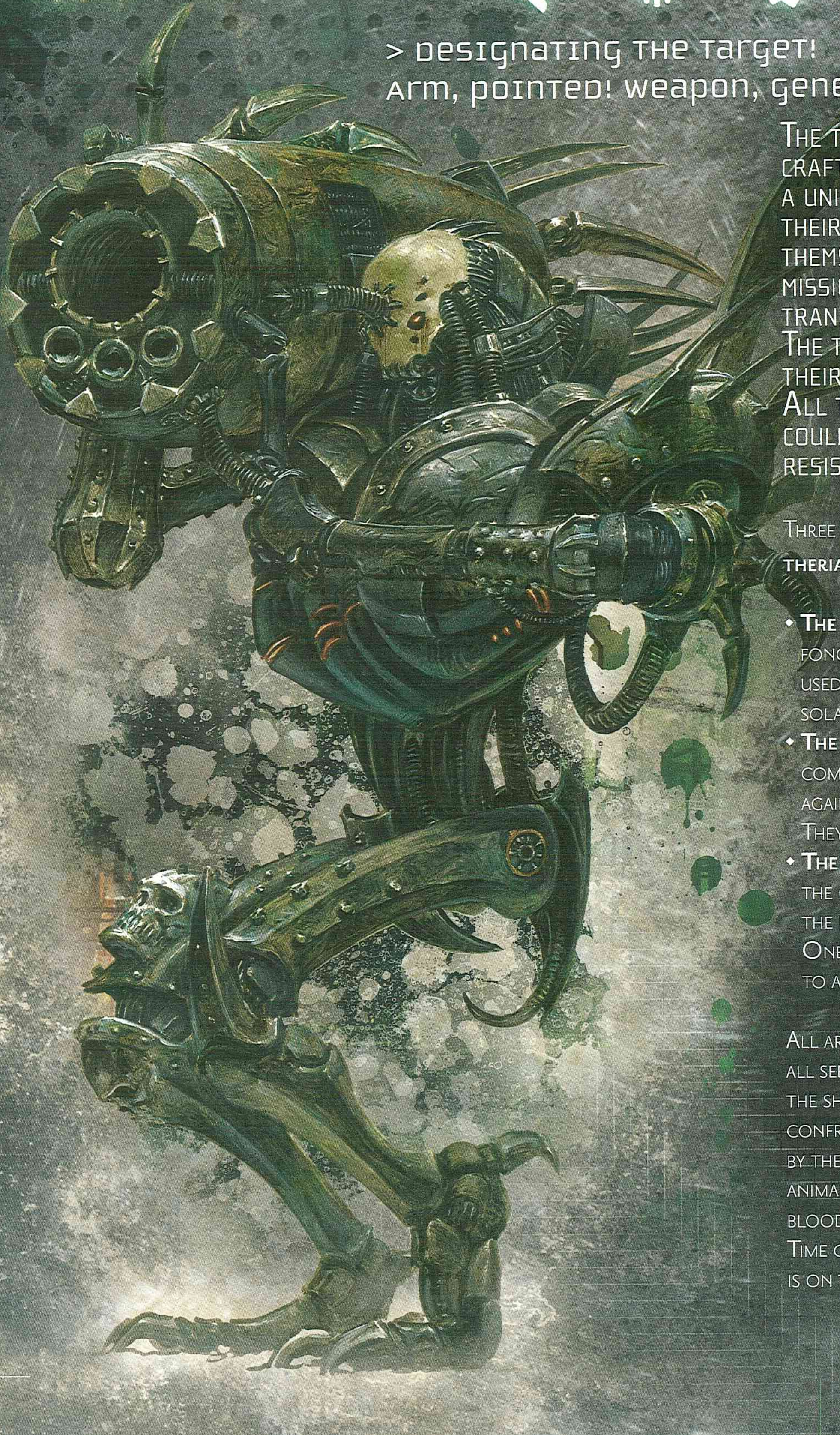
PROJECT THERIAN



> designating the target!
> arm, pointed! weapon, generate projectile and fire! //

The Therians are the all mighty craftsmen of a better univerese, a universe organized and bent to their will. They have dedicated themselves to an extraordinary mission: each star, each planet must be transformed, remodeled..
The Therians abilities are infinite and their technology is all-powerful. All the resources in the universe could only oppose a very temporary resistance.

Three phylosophical paths guide the prodidgious **therian project:**

- **The Cyphers** take care of the proper fonctionning of the doom devices which are used to transform the conquered solar systems into Therian heaven.
- **The Warriors**, have developed a taste for combat along the countless battles fought against the leagued forces of the universe. They lead the troops to victory.
- **The Web Striders**, are secretly searching for the conciousness they believe lies deep inside the marvelous Therian machines.
  One day those machine will give birth to a new algorithmical lifeform.

All are united under the Therian dream, they all seek to sweep away the pathetic opposition of the short-sighted creatures opposing them. The confrontation between the **Therians**, supported by their powerful technology, and the primitive animals challenging them can only end in a bloodbath.
Time going by is the **Therians**' ally because future is on their side.

CYPHERS

"TECHNOLOGY IS OUR PLAN!"

Mastering technology means mastering the great Project. It means leading the **Therians** towards the bright future that they are building. The **Cyphers** design and adapt the therianisation devices to all solar systems. They are the ones fine tuning the merciless Therian extermination machines. They are the masters of the Energy & Matter & Information grid, which deals the resources to their people.

• ORGANISATION

The **Cyphers** are engineers and technicians. They live at the heart of the EMI grid surrounded by colossal machines. They are the masters of their species until their plans are realized.
Their unrivalled mastery of Therian technology gives them godlike powers.

• TROOPS

Why risk a priceless life when highly intelligent machines can exterminate minor nuisances such as the creatures who dare to challenge them? The **Cyphers** send hosts of autonomous attack systems so that they can thoroughly concentrate on the Project.

WARRIORS

"COMBAT IS THE ULTIMATE FRONTIER"

War weights on the soul and transcends those who give in to it. Victory or defeat is worthless when you have access to Therian technological resources.
But diving into a hurricane of hazard, into the insanity of combat...
At that moment, all are equals and all are judged.

• ORGANIZATION

The **Warriors** hide among the war machines of the Cyphers and lead them In combat. They channel the wonderful resources of the EMI grid and coordinate the autonomous attack systems. At the core of the battle, they resemble the warrior gods worshipped by the primitive creatures bold enough to stand before them.

• TROOPS

The **Warriors** use all Therian resources with great mastery. Howler, Reaper, type I, type 2 and all the other tools available are transcended by the skills of these power-hubs. But their true force mainly resides in their personal implication in combat. Thanks to their bodies transformed into machines of destruction, they personally spread fear and deal death!

WEB STRIDERS

"WE SERVE THE MACHINES WHO SERVE US IN RETURN"

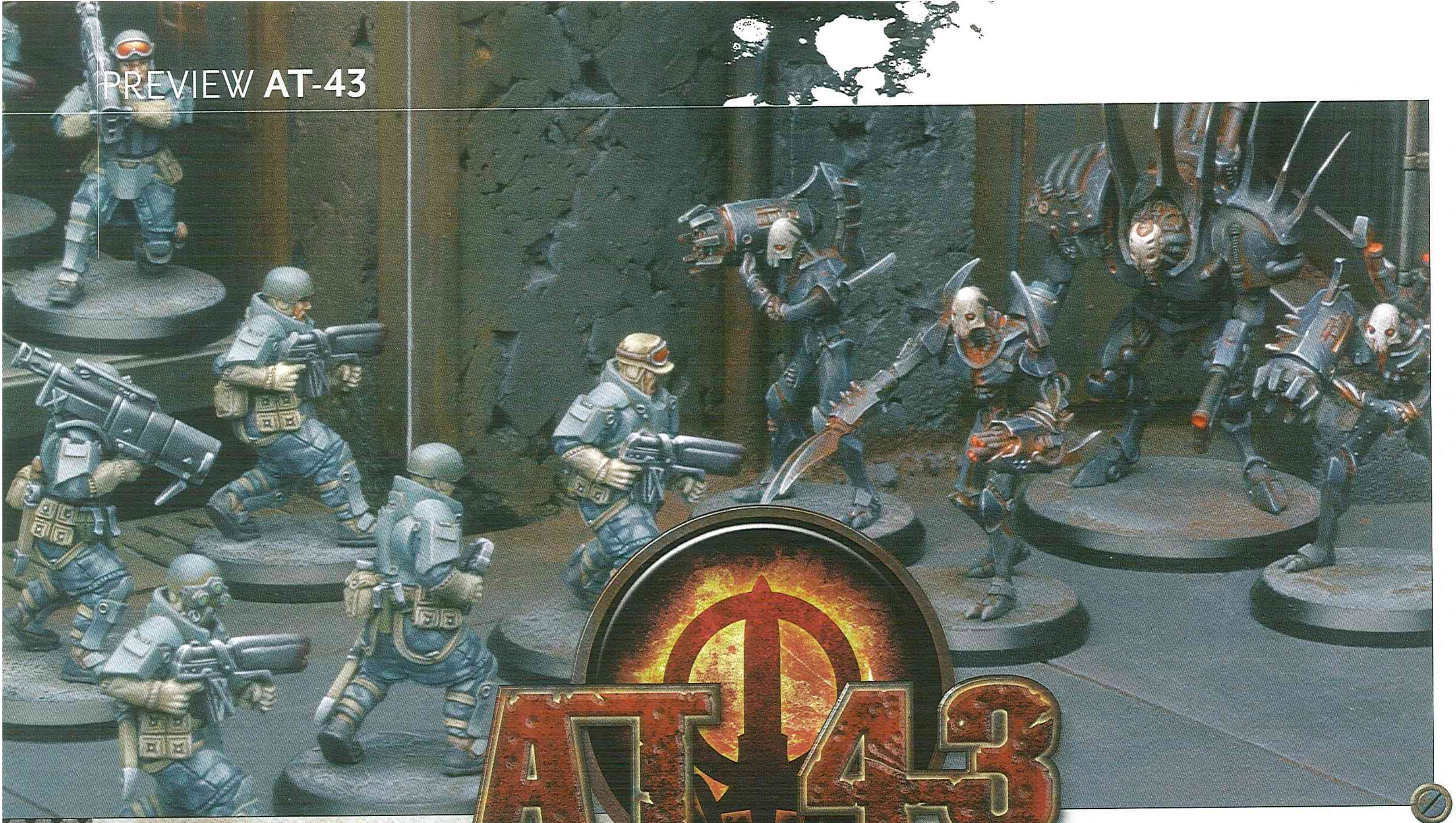
Concealed in the Therian technological maze, a higher lifeform detached from any kind of biological deficiency is coming to life. Hidden among the Therians, the **Web Striders** await the signs announcing the coming of this supreme conscious being. The servants become the masters, the masters become the servants; and the **Web Striders** are the heralds of this new order!

• ORGANIZATION

Roving at the core of Therian civilization, the **Web Striders** are relentlessly looking for traces of the mechanical gods. They are exhuming long lost knowledge which had been buried in the entrails of the grid. They are discovering and developing their empathy with the machines.

• TROOPS

The **Web Striders** use autonomous attack systems modified to suit to their needs: more intelligent, more independent and capable of benefiting from the exceptional channeling skills of the **Web Striders**. Therian tools become the key to victory in their expert hands.



AT-43

NO ONE EVADES WAR!

AT-43, finally.

After four years of work, this science fiction game with miniatures adds modern warfare to the universes of RACKHAM. *Cry Havoc* showed you a game card in its previous issue; now we are going to unveil the three first boxes: the *Initiation Set: Operation Damocles*, the *U.N.A. White Stars* Army Box and *Therian* Army Box. Give in to the lethal staccato of machine gun bursts, listen to the cruel wailing of the lasers, feel the terrifying tremor of the earth under the pounding steps of the combat striders...

OPERATION DAMOCLES

Pre-assembled and Pre-painted

The first great novelty introduced by *AT-43*: the 28mm miniatures of the *Initiation Set: Operation Damocles*, as well as those in the *White Stars* and *Therian* Army Boxes, are pre-assembled and pre-painted. The second novelty of this game is that the miniatures will be made out of plastic and still respect the level of quality of both painting and molding which has made RACKHAM's reputation.

For this new game, RACKHAM wished to draw the quintessence of its whole range in order to mix all the developments which made the success of games such as *Confrontation* or *Cadwallon*, into an innovative and accessible game system.

You will find in this game the reliable landmarks which are the foundations of our games: the d6, the alternating game sequence, the use of cards...

Two imperative guidelines were given to the *AT-43* rules designers: efficiency and simplicity. The result is a game that renders the effects of artillery fire or the brutality of the explosion of an armored vehicle and still remains accessible and thrilling for all players, veterans and newcomers alike.

In the meantime the Studio has worked on the design of the pieces in order to provide miniatures worthy of the quality, the finesse, the modularity and the aesthetic requirement which are RACKHAM's trademark. It was certainly not an easy gamble since the modern soldier is not always adapted to dynamic poses or modular elements. But the gamble has paid off, as you have seen it in the previous issues of *Cry Havoc*.

A universe of today and tomorrow

AT-43 is a science fiction game in which you will find laser guns, Gauss effect weapons, mechanized battle suits...

Yet AT-43 has its roots in our military past. The game designers have created pieces inspired by the military material from the 50's up until nowadays. Therefore you will find assault cannons and missile launchers similar to those found on modern armored vehicles, along with heavy assault rifle and rocket launchers, as well as laser rifles or futuristic particle accelerator.

All of it mixes in harmony to create an original and coherent universe.

This rich material combined to a quick and efficient game system gives a unique taste to this game.

Initiation Set: Operation Damocles

The *Initiation Set: Operation Damocles* is the fist product of the *AT-43* range. It offers an easy initiation to the game's basics. All along the six increasingly complex didactic missions, you will learn to play and master the two armies fighting in Operation Damocles: the White Stars (See *Cry Havoc 10*), a human army elite corps and the Therians, a species which has vowed to destroy mankind's world of origin, Ava.

Initiation Set: Operation Damocles aims at providing you with a "ready to play" game, just waiting to be used without having to invest in other products of the range. You will find all you need to play *AT-43* in it: the rules booklet, the pre-assembled and pre-painted miniatures, the dice, a tape measure and even elements of scenery! All the basic components of the two armies will be present to give you a taste as accurate as possible of what *AT-43* will become along the issues.

The core of both armies is composed of dreadful combat striders. With their movement speed and their thick armor they are the unrivalled masters of the battlefield, and their devastating weapons sweeps the infantry away with terrifying ease. But a company remains based on the soldier, the trooper with his laser rifle or his nanoblaster, who can hold strategic positions and try to scratch or even sometimes destroy the powerful striders.

Army Box

Two Army Boxes are destined to satisfy those who have tasted the madness of the battles in *AT-43* and who what to take it to the next level by getting their hands on the army base of one or the other faction. More pieces will come to enrich each army, but the main troops of each side can be found in each Army Box.

White Stars

In the *U.N.A. White Stars* Army Box you will find the elite troops of the United Nations of Ava: two soldier squads of steel troopers and one class I Fire Toad combat striders, pre-assembled and pre-painted as in the Initiation Set. You will also find three steel TacArms, mechanized battle suits and their heavy weapons. These will complete the panorama of the White Stars ground forces. You will then have all the troop categories. Finally a rules summary and a game poster will give you a chance to start fighting immediately.

Therians

Designed and balanced to offer a second army base to oppose the White Stars, the *Therians* Army Box will give you all the pieces, pre-assembled and pre-painted, you will need to constitute a first Therian company. In the box you will find two storm golem squads, the ghastly combat machines used by the Therians as infantry, as well a class 2 Wraith combat strider. Two more pieces will complete the lot: the bane goliaths, a kind of super-soldiers equivalent to the White Stars TacArms. This box will also contain a rules summary and a game poster.

Red Blok

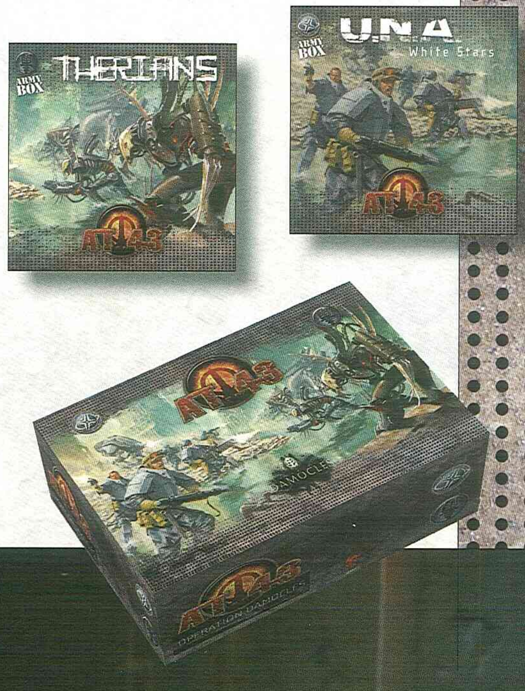
A wargame such as *AT-43* wouldn't be complete without other factions.

The *Red Blok* Army Box, enemy of the Therians as much as the White Stars, will be issued after its two sisters. You will find in it the emblematic core of the revolutionary army, balanced to offer breathtaking battles against any opponent with an Army Box. It will contain soldiers, the krasny soldati, the kolossus Spetsnatz armors, a class 2 Kossak combat strider as well as a rules summary and a game poster.

They need you!

There will be monthly issues for *AT-43* to quickly develop with many and various novelties an already rich range. A revolutionary game with pre-assembled and pre-painted miniatures up to RACKHAM standards; A game with simple, innovative and complete rules...*AT-43* keeps its promises, even the most ambitious.

Operation Damocles and the Army Boxes will be the first move in a war that will set the entire galaxy ablaze because...No one evades war!!



DISCOVER HOW TO PAINT FANTASY MINIATURES WITH THE STARTER PAINT SET

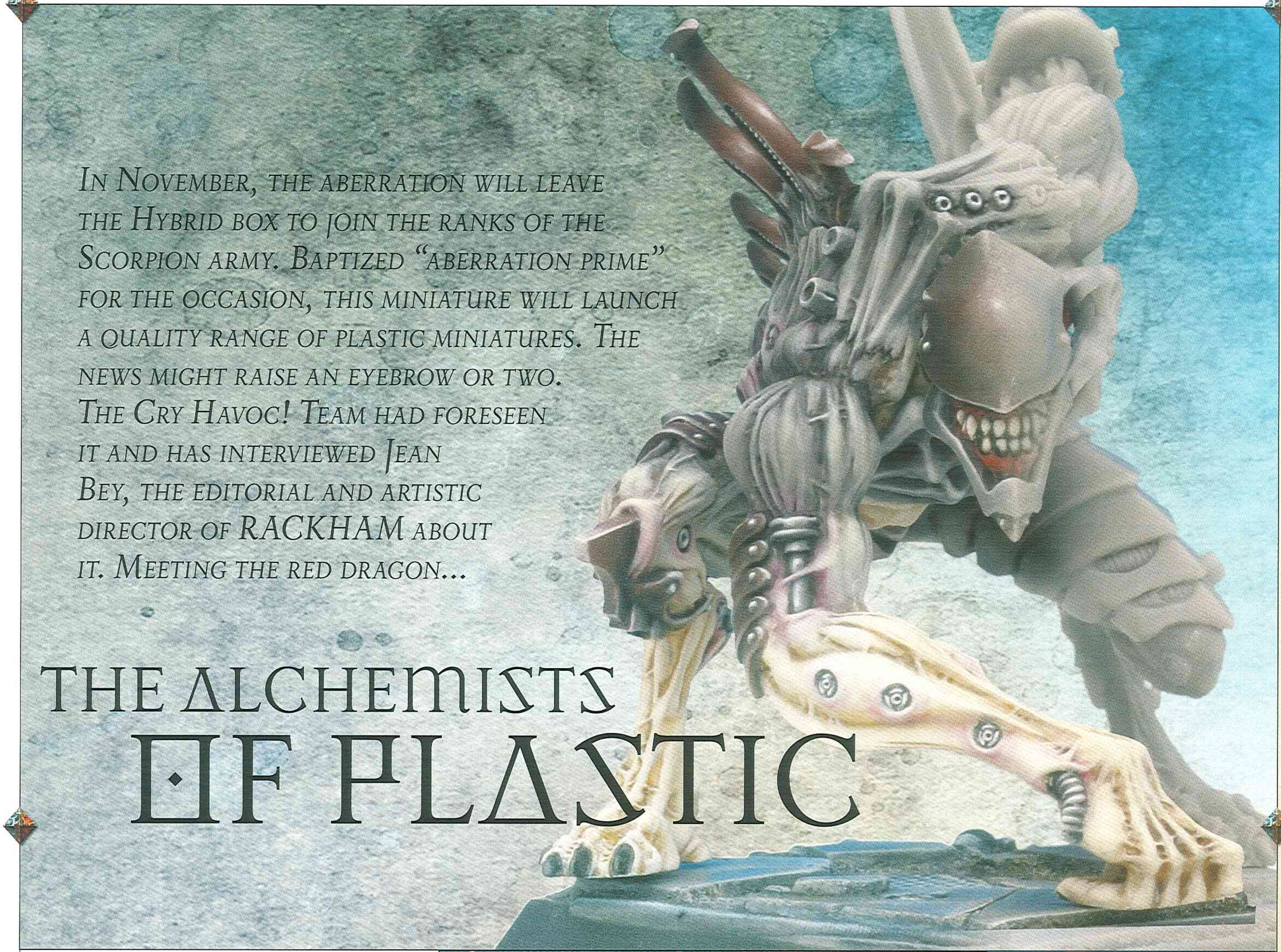
STARTER
PAINT•SET

THIS STARTER PAINT SET CADWALLON CONTAINS:

- 1 miniature of the Ten thousand paces jailer and his reference profile;
- 1 paint brush;
- 9 colors:
  001 - Eternal white, 002 -Accursed black, 003 - Abyssal blue,
  007 - Wizard blue, 021 - Beastly flesh, 025 - Forgotten gold,
  029 - Tanned skin, 035 - Arcavia red and 050 - Mutant flesh;
- 1 exclusive painting guide;
- 1 *Confrontation 3* rules starter booklet.

CONFRONTATION
Painting Guide

RACKHAM®



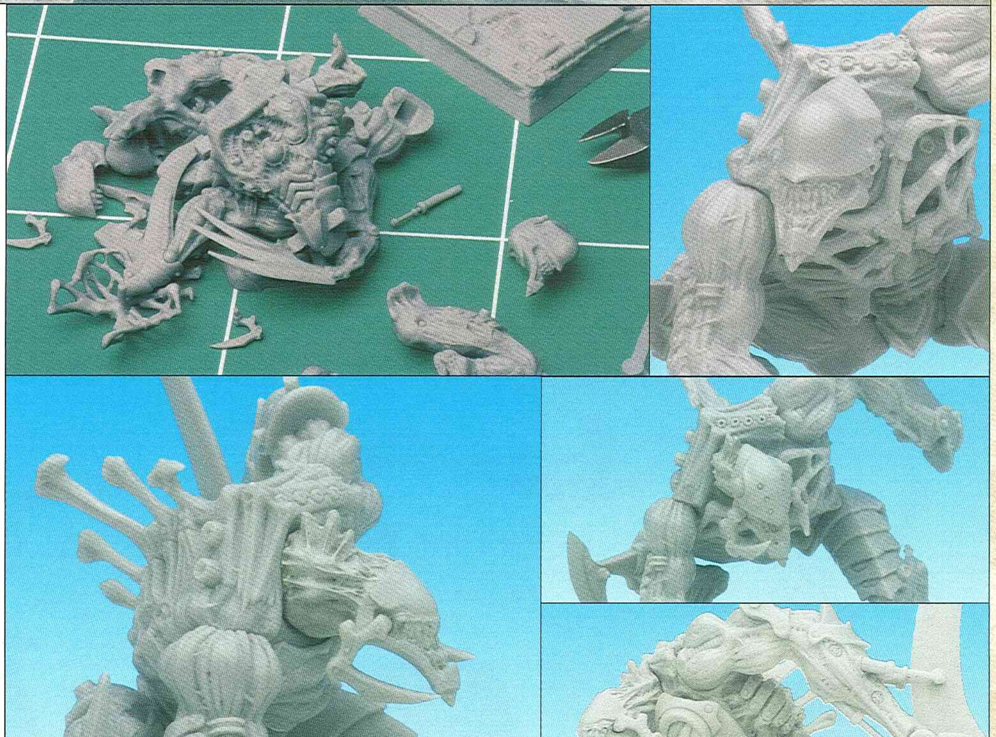
In November, the aberration will leave the Hybrid box to join the ranks of the Scorpion army. Baptized "aberration prime" for the occasion, this miniature will launch a quality range of plastic miniatures. The news might raise an eyebrow or two. The Cry Havoc! Team had foreseen it and has interviewed Jean Bey, the editorial and artistic director of RACKHAM about it. Meeting the red dragon...

THE ALCHEMISTS OF PLASTIC

Who else than RACKHAM could offer you plastic miniatures of a quality equal to our metal range? Quality has never been a point on which we have ever made concessions, and it is certainly not going to start now. If we now make plastic miniatures, it is because we are able to offer you models with equal sculpture and finishing quality as our metal miniatures. It is our job to push the technical limits further and not for the sculptors to simplify their work. The originality, the details and the dynamism of our miniatures will not suffer any technical concessions.

◆

Plastic allows us to bypass the issue concerning the size of a miniature. Besides, it also allows us to offer many variations on our models without having to increase the price, thus enriching our universe as well as the players' enjoyment. Finally a plastic miniature is easier and quicker to assemble. Playability and accessibility have always been essential to us. Remember: we were the first ones to supply the rules as well as the reference cards inside each of our miniatures blisters.



Plastic was the next step in the creation process which will allow us to soon provide already assembled and painted miniatures, for immediate gaming pleasure. Which is impossible today with metal miniatures. Each player will soon be able to choose between buying his plastic models pre-painted and painting them himself.

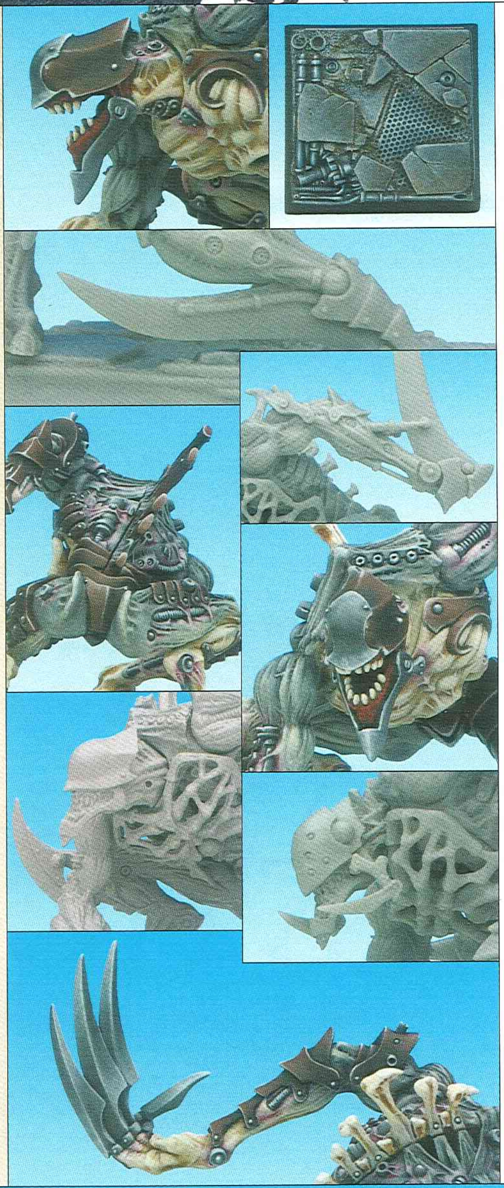
This certainly does not mean we are giving up on metal pieces. Many models are simply not meant for plastic, and we do not intend to lower the quality of our products because they are made of plastic. On the contrary, this material offers new development and gaming perspectives.

◆

There will be plastic regiments, but for the time being they are only intended for AT-43, our new Sci-Fi game.

Little by little, as we worked on our AT-43 futuristic game universe, it seemed essential to allow the players to display impressive "striking power" and massive pieces: giant robots which will provide many visual and playable themes, shapes and rules in order to create a unique atmosphere... And using metal to produce big models can prove pretty hazardous because of the many pressure points and deformations suffered depending on the size and shape of the model. The more massive it is, the harder it is to obtain the unique quality appreciated by all RACKHAM players.

◆



If using plastic allows us to offer larger and more striking models with a finishing level and a care for details up to the originality standards which have made the success of RACKHAM then why shouldn't we do it?

◆

Among the studio, the main goal was to find solutions to create, with this material, outstanding miniatures beyond what had ever been done before. The aberration prime is our first demonstration. It is only the first step and we intend to follow this path so that Confrontation games become even more interesting. In fact this new aberration is also the chance to offer you new profiles, depending on how you are going to assemble this creature: choose from four heads, two different pairs of arms, two torsos, as well as two spines to make the beast complete! It is up to the player to display on the table a more powerful, a more frightful or a faster aberration.

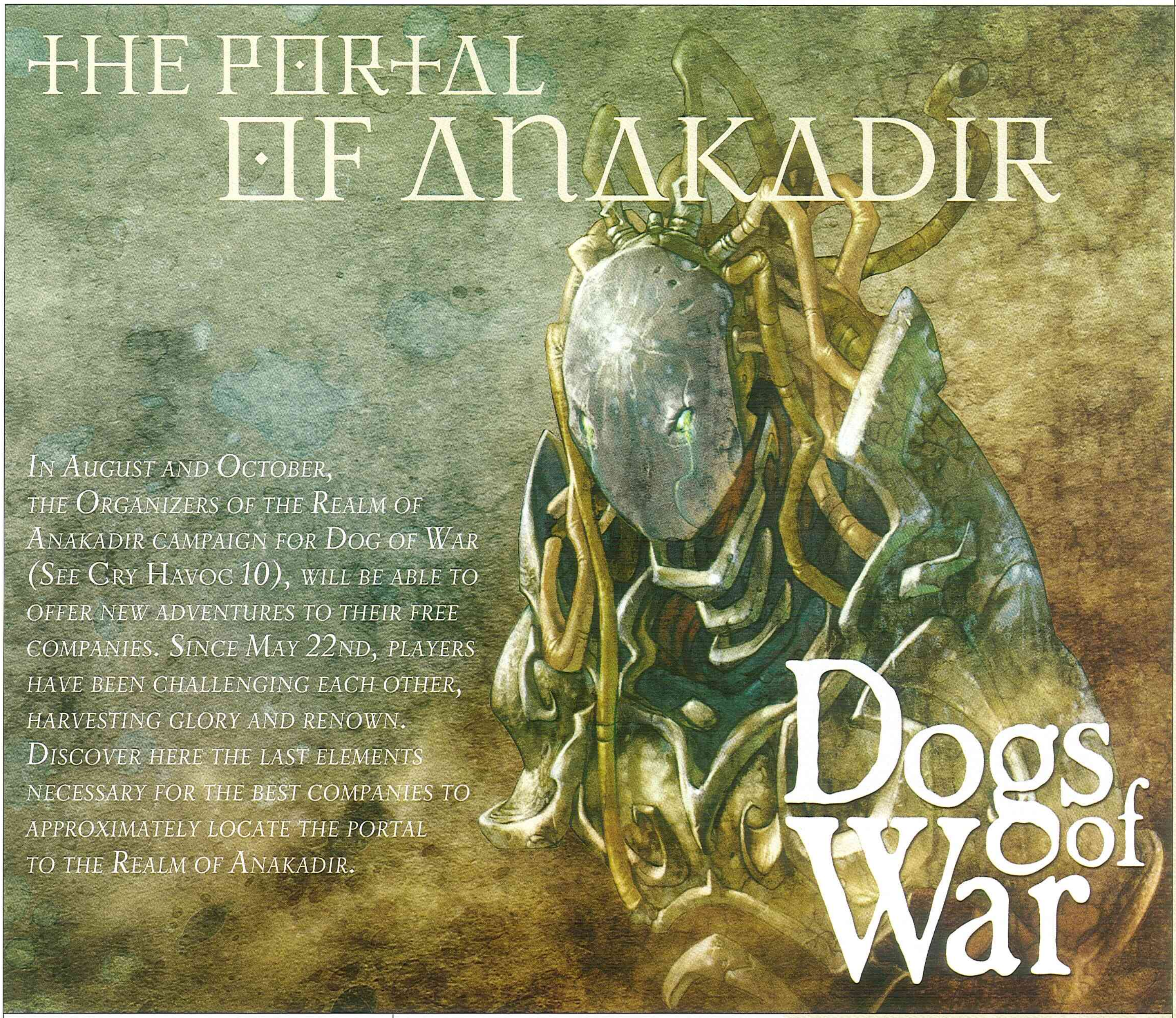
If you look closer to this aberration, you will see that its finishing, detail, realism level, as well as its size make it a first choice miniature. It's simple: it's the best that can be done today! We will hear a lot about this piece for sure.

With a creature such as the aberration prime, we have been able to develop many technical aspects. We have worked a lot on all the visual aspect of this model, going as far as offering a base directly inspired by the alchemical laboratories to perfectly finalize this monster.

You will be able to discover it in November; it will be followed by the steel golem of the Tir-Nâ-Bor dwarves.

Jean Bey,
Editorial and artistic Director of
RACKHAM Studio

THE PORTAL OF ANAKADIR



In August and October, the Organizers of the Realm of Anakadir campaign for Dog of War (See Cry Havoc 10), will be able to offer new adventures to their free companies. Since May 22nd, players have been challenging each other, harvesting glory and renown. Discover here the last elements necessary for the best companies to approximately locate the portal to the Realm of Anakadir.

THE PATRONS

All the free companies participating to *the Realm of Anakadir* now have the possibility of recruiting a patron related to their way of alliance under certain conditions. For those of you who do not follow this event on www.rackham.fr, here are the terms.

THE PATRONS

Way of Alliance	Ways of Light	Meanders of Darkness	Paths of Destiny	Cadwallon & Mercenaries
Name	The Clairvoyant	Elöwen the Usurer	Gorsnä	Voltenar the Veteran
People	Utopia of the Sphinx	Half-elf	Ogre	Militia of Cadwallon

THE CLAIRVOYANT

The spirit of the Claivoyant is a chaos of memories, whole and shattered, blissful and gloomy. The Clairvoyant remembers an existence made of flesh and blood... a quest for knowledge, wisdom and the importance of secrets. He also remembers war and malevolent reptiles... He remembers heavenly gardens and their fall. Sometimes, he remembers darkness and silence...

The Clairvoyant has only recently been woken from his slumber by an elf called Mehöl. When he woke up, he revealed his destiny and set off for Cadwallon straight away.

The purpose and the motives of the Clairvoyant are not truly understood by his allies from the Ways of Light, but the Cynwäll stand surety for this strange individual.

ELÖWEN THE USURER

Elowen was only five when she was snatched by a rogue group of scavengers on the banks of the Ynkarô. Born to an elven mother and human father, she would have constituted a valuable cargo for an ally of the Meanders of Darkness. Thus she was sold for an extremely high price to some Acheronians.

THE CLAIRVOYANT

: 10
: 4
: 5/7
: 5/8
: -
: -
: -

Equipment:
Helianthe mechanisms.
Abilities:
Construct.
Ambidextrous.
Steadfast.
Ally/Ways of Light.
Rank: Utopia of the Sphinx Special.

75 A.P.

GORSNÄ

: 12,5
: 3
: 5/12
: 5/11
: -
: 7
: 5

Equipment:
Weapon. Armor.
Abilities:
Brutal. Hard boiled.
Fanaticism. Strategist
Ally/Paths of Destiny.
Rank: Cadwallon Special.

95 A.P.

ELÖWEN THE USURER

: 10
: 5
: 5/7
: 4/7
: -
: 5
: 4

Equipment:
Black weapon.
Abilities:
Fierce. Bravery.
Assassin. Fine blade
Ally/Meanders of Darkness.
Rank: Acheron Special.

75 A.P.

VOLTENAR THE VETERAN

: 10
: 5
: 6/9
: 5/9
: -
: 6
: 5

Equipment:
Sacred weapon. Armor.
Abilities:
Bravery. Ruthless.
Reflexes.
Survival instinct.
Rank: Cadwallon Veteran.

85 A.P.

The young girl spent the rest of her childhood on the desolate lands of the accursed barony. Locked inside the sinister house of a powerful necromancer, she had to obey every single whim of her jailer.

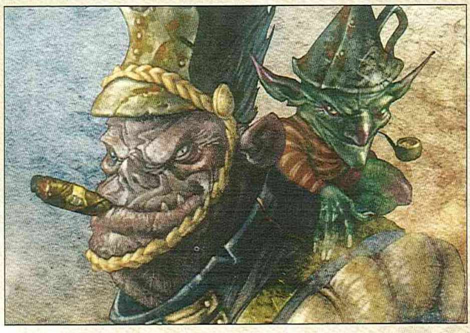
The magician, cherishing her intelligence, tried to teach to her the rudiments of his art. But magic had no appeal to the young maiden; she showed treasures of slyness and agility to hide and evade lessons. Bemused by this display of free spirit and impressed by these talents, the necromancer decided to send Elöwen to Cadwallon to serve his interests with the guild of Usurers.

She easily gained the trust of her master's allies while participating in the war against the guild of Thieves.

The latest rumors reporting the emergence of a portal leading to an unfinished Realm, constitute an unexpected opportunity for Elöwen the Usurer. The half-elf wishes to play a decisive role in the discovery of the portal in order to guarantee her rise in the guild of Usurers and force her secret master to show to more faith in her. Elöwen is ready to favor the free company which will seem the closest to discovering the Realm of Anakadir to achieve her goal.

GORSNÄ

Gorsnä has always lived in the winding streets of Cadwallon. His cheerful temper allowed him to become a great friend of the goblins in Kraken. The latter soon understood the interest of friendship with such a powerful creature despite his colossal and ruinous appetite.



Over time, Grosnä came to be more and more interested in the coming and going of adventurers in his district. He naturally began to dream about his own feats.

He befriended an old hermit of the district, whose wobbly footing and blackened teeth always made the brats laugh. The old timer told Gorsnä moving stories and he taught the basics of reading to the ogre. Gorsnä studied the military treatise the hermit preciously kept at home. Along the pages, the ogre became a true strategist.

Willing to put his knowledge into practise, the ogre joined a free company; but didn't remain there long though, the captain did not seem to appreciate his tactical advice much.

Nowadays Gorsnä wanders in the back alleys of Cadwalllon, offering his services to the most worthy representatives of the Paths of Destiny. As he puts it in his own words: "If the gods want It..."

VOLTENAR THE VETERAN

When he was a youth, gambling drew Voltenar into disreputable places. His fortune knew various ups and downs. Eventually riddled with debts, he turned to the Usurers to make up his losses. Halas, luck kept slipping away from him. He soon got the visit of the Usurers who helped him understand with a good many bruises and a great deal of pain that it was time to pay his creditors.

The former gambler soon found out he had a talent for fighting, his spirit as well as his rage won him the admiration of the crowd. He began to like this new life and while perfecting himself in the art of fighting, he was able to pay off some of his debts. The feats of the gifted young gladiator caught the attention of the Duke's stewards. The latter offered him to join the militia against the payment of the rest of his debts. The gladiator accepted and the ducal treasury quieted the Usurers.

Voltenar is a man of honor. He still considers he owes the Duke. When the first rumors concerning the portal spread through the Free city, the former gladiator was designated by the Duke to help the most promising free companies and stop the free leaguers from laying their hands on the treasure. The city authorities pretended that Voltenar was not wanted by the Duke anymore. When this was announced the guilds the most implicated in the Rag'narok came up to the former gladiator in order to integrate him to their companies. Although the latter has accepted to join their ranks, his employers ignore that they will be handed in to the militia once the Realm of Anakadir is discovered for having endangered the independence of the Free city. Because, contrary to what the rumors say, Voltenar still serves the Duke and because this strategy was only put into place to reinforce the Duke's powers.

JOURNAL

When recruited by a free company, each patron allows access to rare and precious equipment. This material has a limited use and cannot be kept for the following mission. Thus all non used equipment after a mission is lost.

These equipments are not considered as artifacts, so any kind of fighter can benefit from them. You have to buy them with resource points. There can be only one of each object per company.

MEANDERS OF DARKNESS

Rattlesnake venom (10 points): This powerful venom is applied onto all weapons. The fighter benefits from the ability "Toxic/1". Rattlesnake venom is not taken into account to determine the number of dice for Toxic/X which the player benefits from.

Phial of darkness (5 points): This Phial can be thrown (range: 10/15/20) before and after a fighter's movement. If the fighter has no AIM, consider this characteristic as having a value of 0. The phial must be thrown on an enemy. The line of sight of the enemy is reduced to 5 cm until the end of the round.

Totem of Dizziness (10 points): Once this totem on the ground (and marked out with a marker), it reduces by half the MOV of any enemy situated even partially within 15 cm of the marker until the end of the round. The fighter equipped with this totem can drop it before or after a movement, but cannot use it if he chose an assault.

WAYS OF LIGHT

Gem of clarity (10 points): When it is activated, this gem protects its bearer from the worst blows. Once per round, before being hit by a shot, a spell, a miracle or a melee attack, the bearer can declare the use of this item. The enemy, blinded by the gem, suffers a penalty of -2 to the final result of all his tests till the end of the round.

Healing balm (10 points): This ointment made from rare plants heals even the deepest wounds. At the end of the round, during the maintenance phase, the fighter equipped with this balm can use it on himself or on a friendly fighter in base to base contact. The Wounds of the beneficiary are decreased by a rank.

Ring of clairvoyance (5 points): This ring gives its bearer the ability to have a glance at the future. The bearer can declare its use before any of his dice roll, apart for Wound rolls. The affected roll is increased by two points. One use per round.

PATHS OF DESTINY

Eternal gem (10 points): This gem gives its bearer the equivalent of two gems of any Element at the end of each maintenance round, even if the recovery roll is a failure. These extra gems do not allow to exceed the maximum reserve of a fighter.

Summoning pendant (10 points): This pendant reinforces the binding link between its bearer and the creatures he summoned. The bearer adds two points to the final result of all his Elementals and Immortals summoning tests

Wisshard Claw (10 points): The bearer of this equipment adds two points to the final result of his Wound rolls in hand to hand combat.

FOR CADWALLON

Divine thurible (10 points): This item diffuses a sweet and bewitching fragrance. The fighter equipped with it can use it during his activation, before or after having moved. All fighters situated within 10 cm of the bearer (in a 180° angle in the front of the base) suffer a -1 to the final result of their Initiative, Attack, Defense and Aim tests.

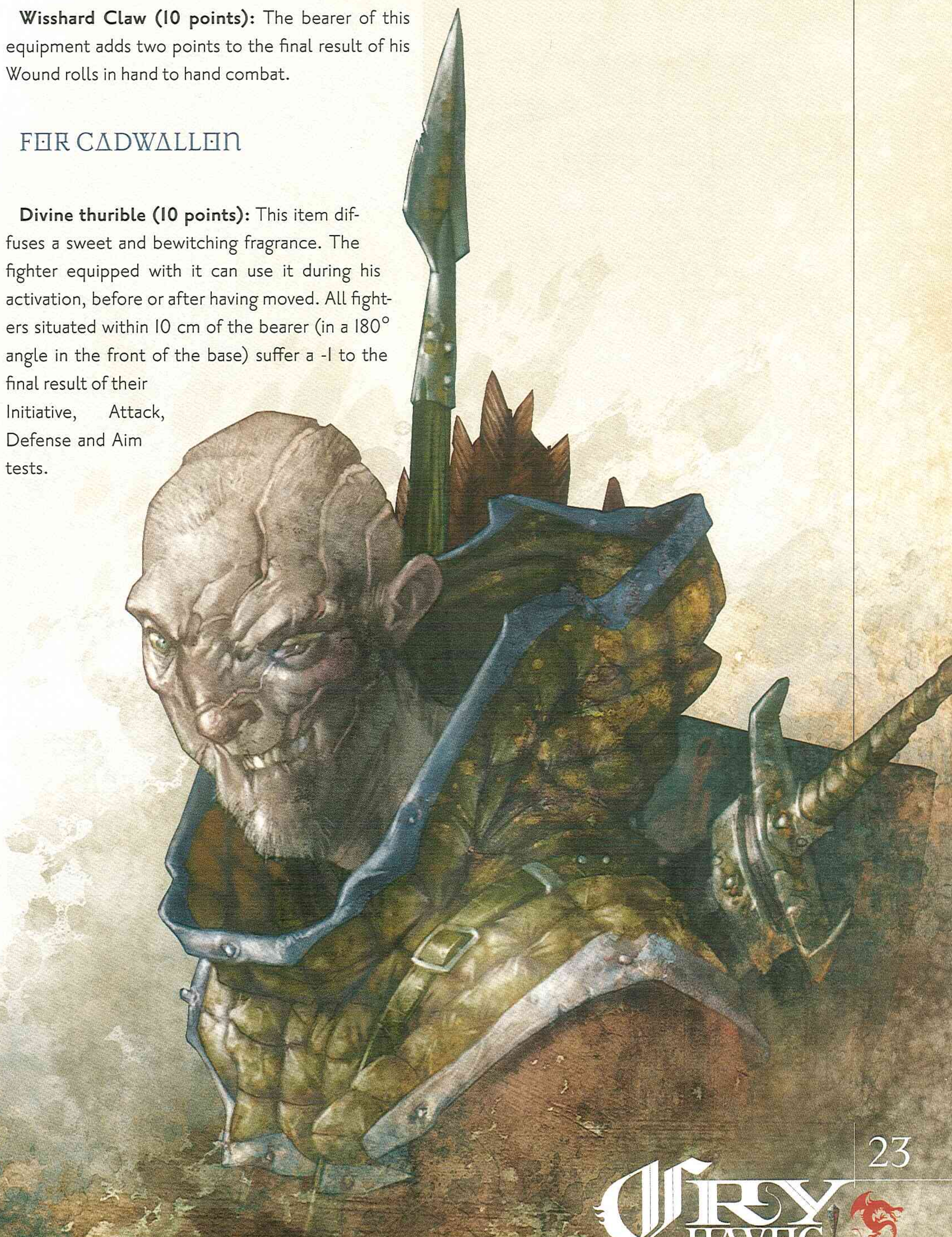
Mrs Brat's cookies (10 points): The bearer has the equivalent of a ration for the duration of the game. During the maintenance phase, the fighter can take a nibble. The player rolls a die and applies the effects described below until the end of the next round:

⚀ : The cookie is gone bad. No effect;

⚁ to ⚄: The cookie is delicious. The fighter benefits from a + 1 to the final results on his Initiative, Attack, Defence and Aim tests;

⚅ : Mrs Brat's secret recipe. The fighter benefits from a + 2 to the final result on his Initiative, Attack, Defence and Aim tests;

Fine quality weapon (10 points): This weapon can either be a range weapon or a melee weapon. The fighter equipped with it can re-roll the die in case of a failure on his ATT or AIM tests.



DEDICATED MISSIONS

While the companies are trying as hard as they can to gather the elements of Nissà Bramahs journal, other forces are working in the shadows. These factions are plotting to reinforce their grasp on the City of thieves and do not care much for the portal and all the rumors revolving around it.

Nonetheless, the companies focusing their research on the journal, still have in mind that serving the Free city's interest is a guarantee of comfort and great advantages.

Therefore they will not hesitate to cleanse the city from the evil within if they can.

At the end of each week, the weekly ranking will be announced by the organizer and let at the players' disposal. This ranking is done by comparing the Renown level of each company. In case of a draw, the number of victories will decide between them. The leading company will be allowed to choose to play a special mission instead of the classical scenario it should have played.

These special missions presented here, can only be played during the first game of the campaign. They allow to win special advantages in addition to resources and renown. These missions are available once a company has played two missions

The special missions are not to be taken lightly. They require the free company to have a certain experience. As long as a special mission has not been completed, it can be played by any other company with the highest renown. A completed mission cannot be played again till the end of the campaign.

During these special missions, the player does not fight against another participating company, but against an independent company played by the organizer, or by another player. These independent companies earn no renown or resources and its members gain no experience points.

Here are the 5 special missions.

MASTERS AND SERVANTS

Some scenarios require the participation of fighters from independent factions. For these missions to be accessible to the greater number, the nature of these fighters is not specified. The missions mention two types of independent fighters: the masters and the servants.

- **The masters** are specific Characters. They can be represented by any kind of miniature as long as it fulfils the base Size condition.

- **The servants** are choosen among all the profiles with a Strategic value equal or lower than the Strategic value mentioned in the mission text. All servants must come from the same people, apart from the Mercenaries who can join any combination of servants.

THE TRINITY OF THE SCOURGE

This faction is linked to the barony of Acheron, and more particularly to the House of Tanit which is led under an iron grasp by Selith the matriarch. When the Dark ones became interested in Cadwallon, and more precisely in the knowledge and riches hidden within, Selith saw there the opportunity to complete her collection of forgotten knowledge and artifacts.

Having but little trust in Sophet Drahas, the Ambassador of Acheron, she sent three of her faithful lieutenants, Luhar, Aarhok and Erlik.

However, influenced by the corrupting powers of Luhar, the emissaries have slowly drifted from their main mission. Today the trinity only works to spread evil and secures its survival.

For these three missions, the following rules apply:

- Luhar, Aarhok and Erlik are masters;
- Luhar, Aarhok and Erlik are accompanied by 150 A.P. worth of servants each. They are chosen by the player who will play them;
- The Strategic value of Luhar, Aarhok and Erlik includes their special abilities. On the other hand, the cost of their artifacts and spells must be added to the total value of their assault group.
- The value of each master's servant must not exceed 25 A.P.
- No matter the value of the assault groups, none of the sides can benefit from compensations for these missions. But Renown earning is calculated as usual.

Luhar the Corrupter

(The Trinity of the Scourge 1)

Luhar was a sorcerer serving the House of Tanit for many centuries. Urged by a thirst for knowledge and power, one day he managed to enter the dark Realm of the immortal Tiamat, the Realm of the Tartare. This was the last action he ever did of his own will: when he came back, a demon had possessed his carnal frame. Luhar the Corrupter took care of climbing the social ladder of the House of Tanit to his comfortable position.

When Selith Tanit needed agents to send to Cadwallon, the demon took the opportunity to get some distance between him and the matriarch who was becoming suspicious.

Ever since, he works to extend his corrupting influence over the city; the two other emmissaries were unable to avoid the subornation and are becoming even more evil than before.

The Corrupter only dreams of spreading evil over Aarklash and becoming its sole ruler. He has succeeded in creating a dark portal for this purpose, allowing him to bring back his servants to life.

Situation: Luhar's opponent is the Attacker. Luhar and his servants are the Defenders.

Deployment: Deploy in Battle mode. Luhar must be deployed within 20 cm of the portal. During the confrontation, he can in no way be further than 20 cm away from it.

RESURRECTION PORTAL

An element of scenery representing the Resurrection portal created by Luhar is placed in a neutral zone (See the scheme).

- **Base:** 1 Creature basee (3,75 x 3,75 cm).
- **Size:** Medium.
- **Resilience:** 10.
- **Structure Points (SP):** 8.
- **Abilities(s):** Inalterable.

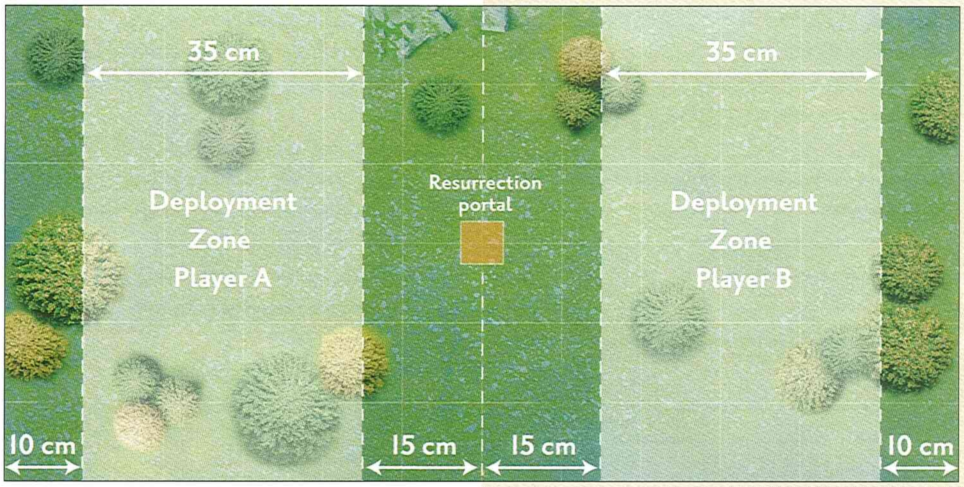
During the maintenance phase, Luhar can use the Resurrection portal to bring one of his servants back to life. To do so, the Corrupter must be within 10 cm of the portal. No line of sight is required. The player controlling Luhar chooses an eliminated servant and places him within 10 cm of the Base of the portal and out of contact of any enemy. The resurrected servant comes back to the game unhurt, free of any game influence and without any mana gems or any T.P.

Objectives: To be victorious the Attacker must eliminate Luhar. He can get a draw by destroying the resurrection portal.

Victory conditions:
- If Luhar is eliminated the game ends straight away. His servants fall to dust and the Attacker is victorious;
- If Luhar is still alive by the end of the battle, but that the portal is destroyed, the game ends on a draw;
- If Luhar is still alive and the portal is still standing by the end of the battle, the Attacker is defeated.

Premium: If Luhar is dead, the Attacker's company wins the artifact "Seal of Lassitude".

Playing the game again some other day:
- If Luhar is eliminated, this mission cannot be played by anyone;
- If Luhar is still alive, the mission can be played by any other player on a later day. The game conditions are then unchanged. If the portal was destroyed, consider that Luhar has opened a new one.



LUHAR THE CORRUPTER

● : 12,5
● : 4
● : 5/7
● : 5/6
● : -
● : 7
● : 4
● : 5

Abilities: Being of Darkness/2. Immunity/Exceptional wound. Warrior-mage. Adept of Darkness/Black magic, Typhonism, Cabala.
Size: Medium.
Base: Infantry.
Rank: Immortal of Darkness Champion.

108 A.P.

Luhar always has the following elements: The special capacity "Corrupter", the artifact "Seal of Lassitude" (18 A.P.), and the spells "Screaming death" (19 A.P.) and "Degeneration" (20 A.P.) (See *Confrontation 3*, p.95).

Corrupter: This special capacity allows Luhar to heal himself by inflicting Wounds to his servants. To do so he must spend 1 ● and designate a servant within 15 cm of him (no line of sight is necessary. The servant suffers a Light wound and Luhar regains a Wound level. This special capacity can be activated an unlimited number of times but only at certain moments :

- During Luhar's activation, before and after his movement;
- During the combat phase, at the beginning of an exchange;
- During the maintenance phase.

The Seal of lassitude (18 A.P.): Once per round, after spreading the fighters' combat dice, this artifact allows to cancel one of the attack or defense dice of an opponent implicated in the same fight as the bearer. This effect only lasts for the current combat.

Aarhok the Profaner
(The Trinity of the Scourge 2)

Aarhok is a strong creature which feeds on corpses, bringing eternal damnation upon the deceased. As far as anyone can remember in the Cursed barony, he has always walked the battlefields and the cemeteries looking for corpses or agonizing victims. He drew Selith's attention when he became the leader of a small ghoulish community near the House of Tanit. The matriarch eventually decided to send him to Cadwallon, where his discretion and tracking abilities might come in handy.

He now devastates the cemeteries, desecrating sepulchers, disturbing the peace of the dead. The inhabitants of the duchy of Cadwallon, fearing for their dead, have required some help to protect their tombs and, if it was possible, to put an end to the scourge.

Situation: Aarhok and his servants are the Attackers. The opponent is the Defender. Ten tombs (cavalry base) are displayed by the defender in his deployment zone within 5 cm of one another.

Deployment : The players deploy in Battle mode.

Objectives: To be victorious, the player must prevent Aarhok from desecrating the tombs. He can also win if he manages to kill Aarhok.

- **Desecrating the tombs:** If Aarhok is free of any opponent and in base to base contact with a grave during the maintenance phase, he feeds on the poor fellow resting their, drawn his poor soul back from the dead. The desecrating takes places after an eventual resurrection of Aarhok (See *Soul consumer*). Therefore he can come back to life and desecrate a grave in the same maintenance phase.

Victory conditions: If Aarhok is eliminated and that no servant is available for reincarnation, the game ends immediately. At the end of the fight, the following conditions are applied:

- If Aarhok is still alive but hasn't desecrated any grave, the Defender is victorious;
- If Aarhok is still alive at the end of the battle and has desecrate only one grave, the game ends on a draw;
- If Aarhok is still alive and has desecrated at least two graves, the Defender is defeated;
- If Aarhok is eliminated after having desecrated no more than one grave, the Defender is victorious;
- If Aarhok is eliminated after having desecrated at least two graves, the game ends with a draw.

Premium: If the Defender is victorious, his company gets the artifact "Aarhok's ring of revenge".

Playing the game again some other day:

- If the Defender was victorious, this mission cannot be played again by anyone;

- If the game ended on a draw or a defeat of the Defender, the mission can be played by any other player on a later day. The game conditions are unchanged.

AARHOK

: 12,5
: 6
: 6/8
: 5/7
: -
: 7
: 5

Abilities:
Being of Darkness/2.
Disengagement/6.
Ferocious. Possessed.
Size: Medium.
Base: Infantry.
Rank:
Immortal of Darkness
Champion.

110 A.P.

Aarhok always has the special capacity "Soul consumer" and the artifact "Aarhok's ring of revenge" (16 A.P.) described later.

Soul consumer: Aarhok always has a special capacity allowing him to come back to life by eliminating one of his servants. This capacity must be used during the maintenance phase if Aarhok is eliminated during the current round. The player controlling him designates one of his servants anywhere on the table. The servant is then replaced by Aarhok's miniature. The latter comes back to life free on any game effect, but with the same Wound level as the sacrificed servant. If there are no more servants left, Aarhok is taken out of the game.

Aarhok's ring of revenge (16 A.P.): Each time the bearer of this artifact suffers an Wound in hand to hand combat (Stunned and Killed outright are not wounds), the player controlling him rolls 1d6. Depending on the result, the fighter dealing the blow might suffer a Wound.
⚀ or ⚁ : No effect.
⚂ or ⚃ : The Attacker suffers a Wound on level lower than the wound suffered by the bearer of the ring: a Light wound has no effect, a Serious wound means a Light wound for the Attacker and a Critical wound deals a Serious wound.
⚄ or ⚅ : The Attacker suffers the same Wound as the one suffered by the bearer on the Ring of revenge

ERLIK THE DESTROYER
(THE TRINITY OF THE SCOURGE 3)

Erlik is an enigma among the House of Tanit. During one of her many whereabouts in the Realm of the Tartare, Selith came back accompanied by this individual. No explanation was given concerning the reason of his presence. Since that day, he follows the matriarch even more faithfully than her shadow; he never speaks a word and is always on the look out.

Selith has sent Erlik to Cadwallon in order to make sure her goons will remain reliable if anything goes wrong.

But he was unable to resist the powers of the Corrupter; he now does his office with the uttermost cruelty and the most abject savagery.

Situation: The mission played is Destruction (See Dogs of War p. 133). Erlik's side are the Attackers, his opponent is the Defender.

Deployment: See Destruction.

Objectives: See Destruction.

Victory conditions: See Destruction p. 133.

Premium: If the Defender managed to kill Erlik, his company wins the "Destroyer's blade of pain", even if the mission was a draw or a defeat.

Playing the game again some other day:
- If Erlik is eliminated, this mission cannot be played again by anyone;
- If Erlik is still alive, the mission can be played by any other player on a later day. Conditions are exactly the same.

ERLIK

HUMANOID SHAPE

: 10
: 6
: 7/9
: 6/9
: -
: 7
: 5

Abilities: Being of darkness/2. Immunity/Exceptionnal wounds. Fine blade. Parade. Master strike/2.
Size: Large.
Base: Creature.
Rank: Immortal of Darkness Champion.

125 A.P.

MONSTROUS SHAPE

: 15
: 4
: 6/14
: 4/12
: -
: 9
: 0

Abilities: Being of darkness/2. Posessed. Born killer. Brutish charge. Implacable/1.
Size: Large.
Base: Creature.
Rank: Immortal of Darkness Champion.

150 A.P.

Erlik always has the special capacity "Shapeshifter" and "Destroyer" as well as the artifact "The Destroyer's blade of pain" (20 A.P.) See further.

Shapeshifter: This special capacity urges Erlik to turn into a monstrous creature when he is wounded. Erlik starts the game under his humanoid shape. The metamorphosis occurs automatically during any "time out" phase when Erlik is Seriously wounded or Critically wounded. The profile "monstrous shape" replaces the other profile. Once transformed, Erlik remains in his monstrous shape, even if he is healed.

Destroyer: This capacity only applies when Erlik is in his monstrous shape. 1d6 must be rolled each time he inflicts a Critical wound or a Killed outright to an enemy. This effect does not apply if the wounds are due to an increase of the Wound level of the target. With a result of «4» or more, Erlik's Wounds are decreased by a level. It does not work if Erlik is Killed outright!

Beware: *If Erlik uses the power of his Destroyer's blade of pain (See further) when he is Critically wounded, he is Killed outright and his wound level reduction capacity does not work.*

The Destroyer's blade of pain (artifact 20 A.P.): The power of this artifact can be activated after its bearer has rolled the Wound test of an opponent in hand to hand combat. The result thus obtained on the Wound table is altered as follows:
- Stunned becomes Lightly wounded;
- Light wound becomes Serious wound ;
- Serious wound becomes Critical wound ;
- Critical wound becomes Killed outright.

As a counter part, the bearer of The Destroyer's blade of pain suffers a Light wound which cannot be avoided in anyway. This wound applies before any other effect.

THE IMPIOUS LABORATORY

The Duke's agents discovered a new passage way in the lower city leading to the underground. The militiamen who were sent there never came back. The rumor tells of an evil laboratory within which diabolical creature are said to roam. A major reward will be handed to the company that will manage to solve this enigma.

For these two missions the following rules apply:

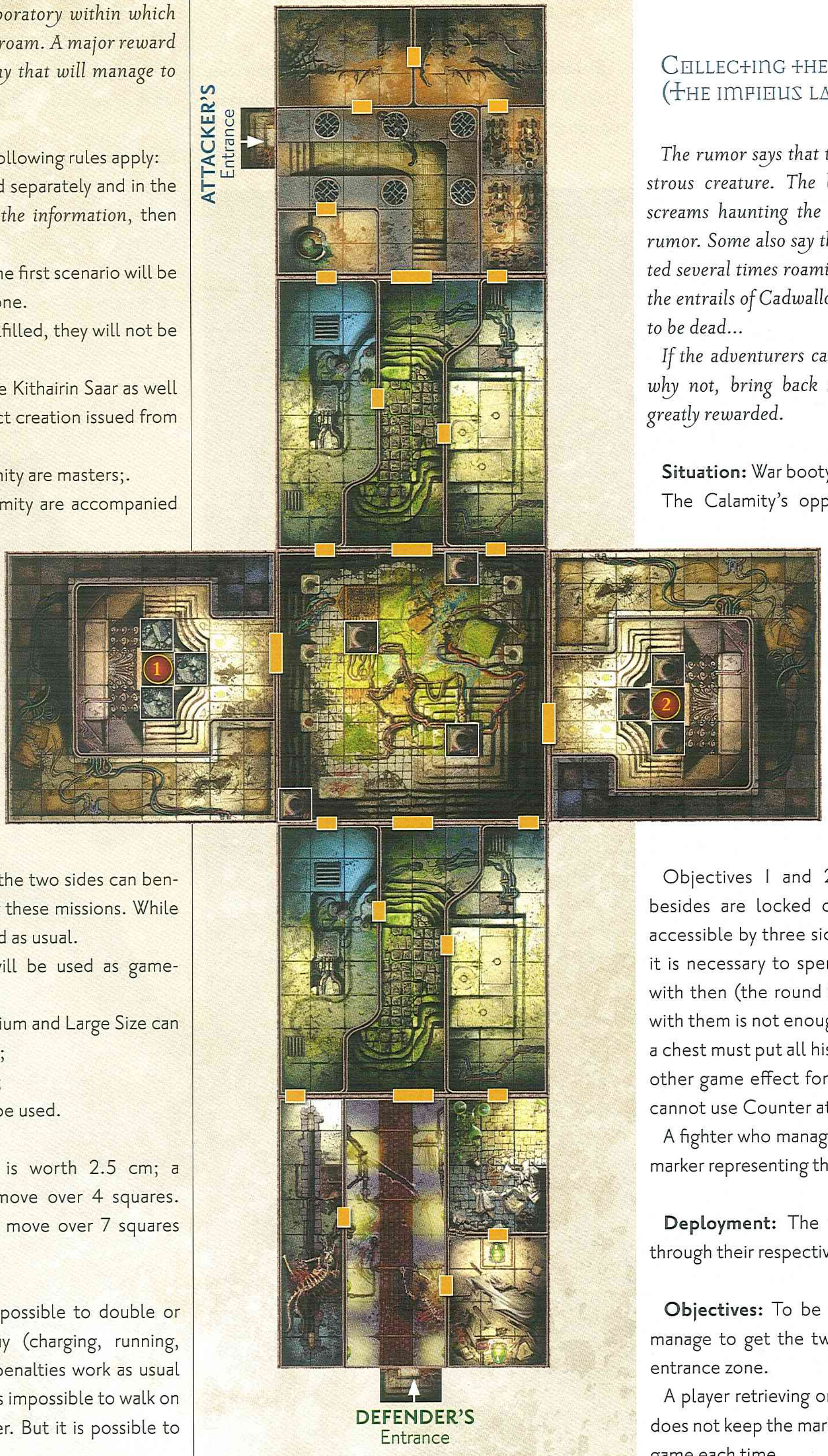
- The missions must be played separately and in the following order: *Collecting the information*, then *Purification*.
- Only a player who has won the first scenario will be allowed to play the second one.
- Once these scenarios are fulfilled, they will not be available any more.

  These two missions require Kithairin Saar as well as the Calamity, an imperfect creation issued from the laboratorie's tanks.
- Kithairin Saar and The Calamity are masters;.
- Kithairin Saar and The Calamity are accompanied by 150 A.P. worth of servants each. They are chosen by the player who will play them;
- The value of each master's servant must not exceed 25 A.P.;
- The Strategic values of Kithairin Saar and The Calamity include their special capacities;
- No matter the value of the assault groups, none of the two sides can benefit from compensations for these missions. While Renown earning is calculated as usual.
- The Hybrid gaming tiles will be used as gameboard;
- Only fighters of Short, Medium and Large Size can participate in these missions;
- War machines are forbidden;
- The ability "Flight" cannot be used.

Movement: Each square is worth 2.5 cm; a fighter moving 10 cm will move over 4 squares. A fighter moving 16 cm will move over 7 squares (rounded up).

Enclosed space: It is not possible to double or triple movement in any way (charging, running, magic, etc...). Bonuses and penalties work as usual when declaring an assault. It is impossible to walk on a square occupied by a fighter. But it is possible to move in diagonal.

- Shots are all considered within short range;
- Short and medium Size miniatures can go through the passages shown on the scheme;
- Large Size miniatures can only use passages two squares wide;
- The miracles, spells and other game effects can only affect miniatures on the same tile as the caster;
- Scout has no effect.



COLLECTING THE INFORMATION (THE IMPIOUS LABORATORY 1)

The rumor says that the laboratory shelters a monstrous creature. The bloody bodies and recurring screams haunting the district seem to confirm the rumor. Some also say that a famous Cadwë was spotted several times roaming near the passage leading to the entrails of Cadwallon. Yet this person is supposed to be dead...

If the adventurers can shed light on this case and, why not, bring back some treasures, they will be greatly rewarded.

Situation: War booty rules are used.

The Calamity's opponent is the Attacker. The Calamity and its servants are the Defenders.

The Defender's fighters benefit from the ability "Reinforcement" for this scenario, except for The Calamity. Besides if at the end of the round the Defender has no more fighters left on the table, he benefits from automatic reinforcements.

Objectives 1 and 2 represented on the map besides are locked chests. The chests are only accessible by three sides. In order to unlock them, it is necessary to spend a whole round in contact with then (the round the fighter arrives in contact with them is not enough). A fighter trying to unlock a chest must put all his dice in defense even if some other game effect forces him to do otherwise. He cannot use Counter attack.

A fighter who manages to unlock a chest grabs the marker representing the wanted information.

Deployment: The fighters on each side enter through their respective zones.

Objectives: To be victorious the Attacker must manage to get the two information markers to his entrance zone.

A player retrieving one marker gets a draw, but he does not keep the marker. Both are put back into the game each time.

THE CALAMITY

: 20
: 5
: 7/11
: 5/10
: -
: 8
: 0

Abilities : Mutagenic/2. Fierce. Born killer. Brutish charge.
Size: Medium.
Base: Infantry.
Rank : Creature.

120 A.P.

The Calamity is a failed Dasyatis clone. When the manager of the laboratory noticed this awkward development, he decided to recycle it; the specimen showed quite an aggressive behaviour and massacred its jailers. Using serums and a little persuasion, this clone revealed itself quite a dreadful monster, perfect for the laboratory's defense.

Victory Conditions: There is no round limit to this scenario. It ends automatically when the attacker has no more fighter on the table or when he wins.

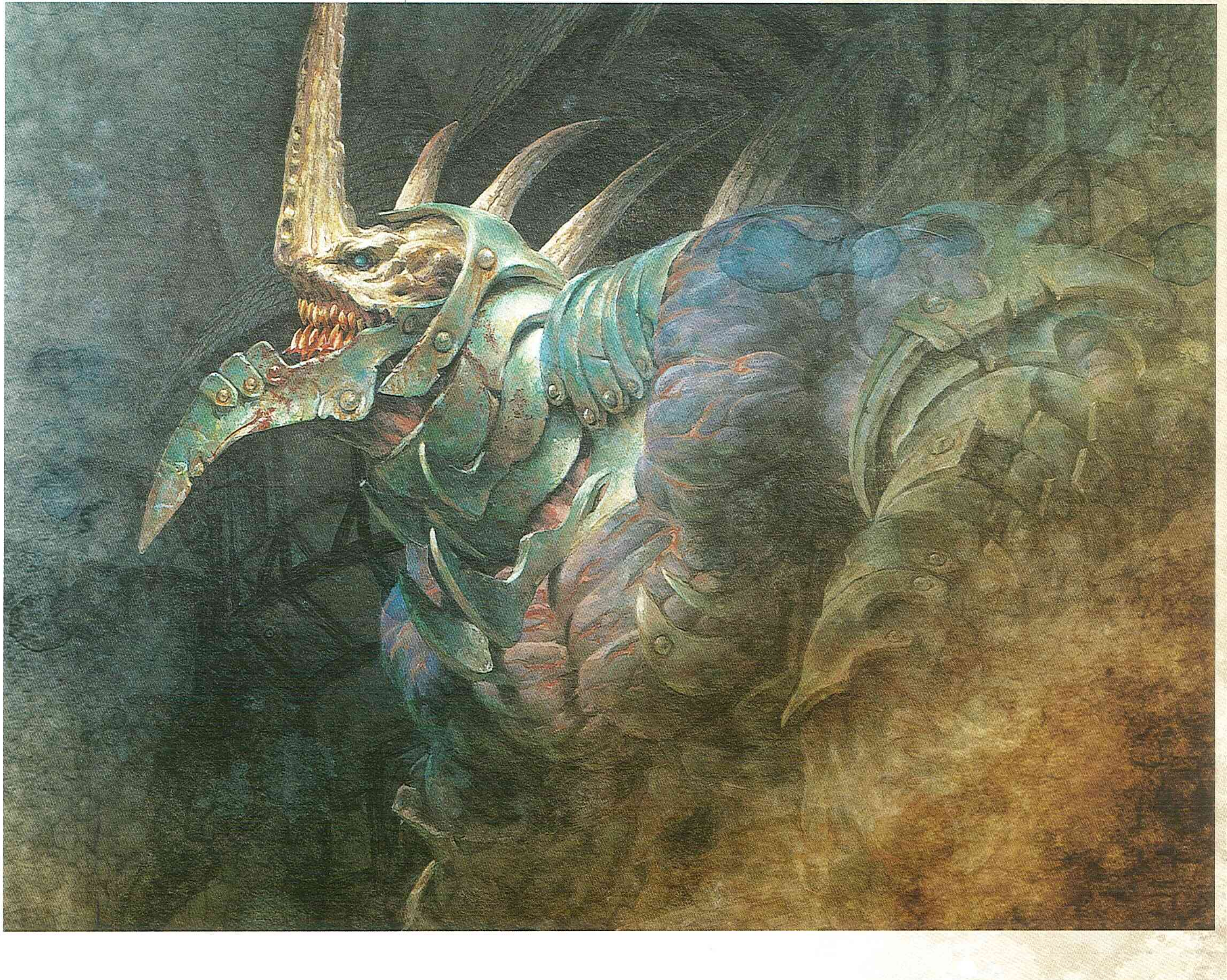
- If the player manages to escape with both information markers he is victorious.

- If the player managed to get a marker out before all his fighters were eliminated, he can claim a draw. Yet he must play de scenario again to retrieve the second chest (if he fulfills the conditions). The scenario still remains available to the other players if they fulfill the conditions..
- If the player holds none of the markers when his fighters are eliminated, it is a defeat.

Premium: If the player manages to kill the Calamity he wins the artifact "Combat drugs".

Combat drugs (15 A.P.): This artifact can be used once per round and allows the bearer to benefit from four Mutagenic points that he can deal to any two of his characteristics. The characteristics available, duration and restrictions are the same as for the ability "Mutagenic/X".

A characteristic cannot be chosen if it already benefits from the effects of "Mutagenic/X".



PURIFICATION
(THE IMPIOUS LABORATORY 2)

The information retrieved has revealed a great threat. In fact, the disciples of Dirz have secretly invested Cadwallon and have established an experimental laboratory. This operation's purpose is to harvest the genes of the influential individuals of Cadwallon in order to replace them with clones and use them to infiltrate the higher circles of Cadwallon.

Kithairin Saar was the first successful clone of this project.

After the real Kithairin death, the leader of the laboratory decided to recycle the clone of Kithairin Saar. Unfortunately for him his clone turned out to be more independent than asked for and it simply eliminated its creator. Today the new Kithairin manages the laboratory and its dwellers.

It is essential to seal the laboratory and to eliminate the clone roving in its corridors.

Situation: Kithairin Saar's opponent is the Attacker. Kithairin Saar and its servants are the Defenders. Objectives 1 and 2 represent storage tanks that must be destroyed. The player must also eliminate Kithairin Saar.

Deployment: The fighters enter through their respective zones.

Objective: The Attacker must destroy the storage tanks (RES 8. Structure: 5 S.P.) and eliminate Kithairin Saar.

Victory conditions: There is no round limit to this scenario.

- The Attacker is victorious if he manages to destroy both storage tanks and kill Kithairin Saar;
- If the Attacker manages to destroy one storage tank it is a draw;
- Any other case is a defeat.

Premium: If the Attacker is victorious, he can choose one of his fighters and give him the ability "Bane/Mutagenic".

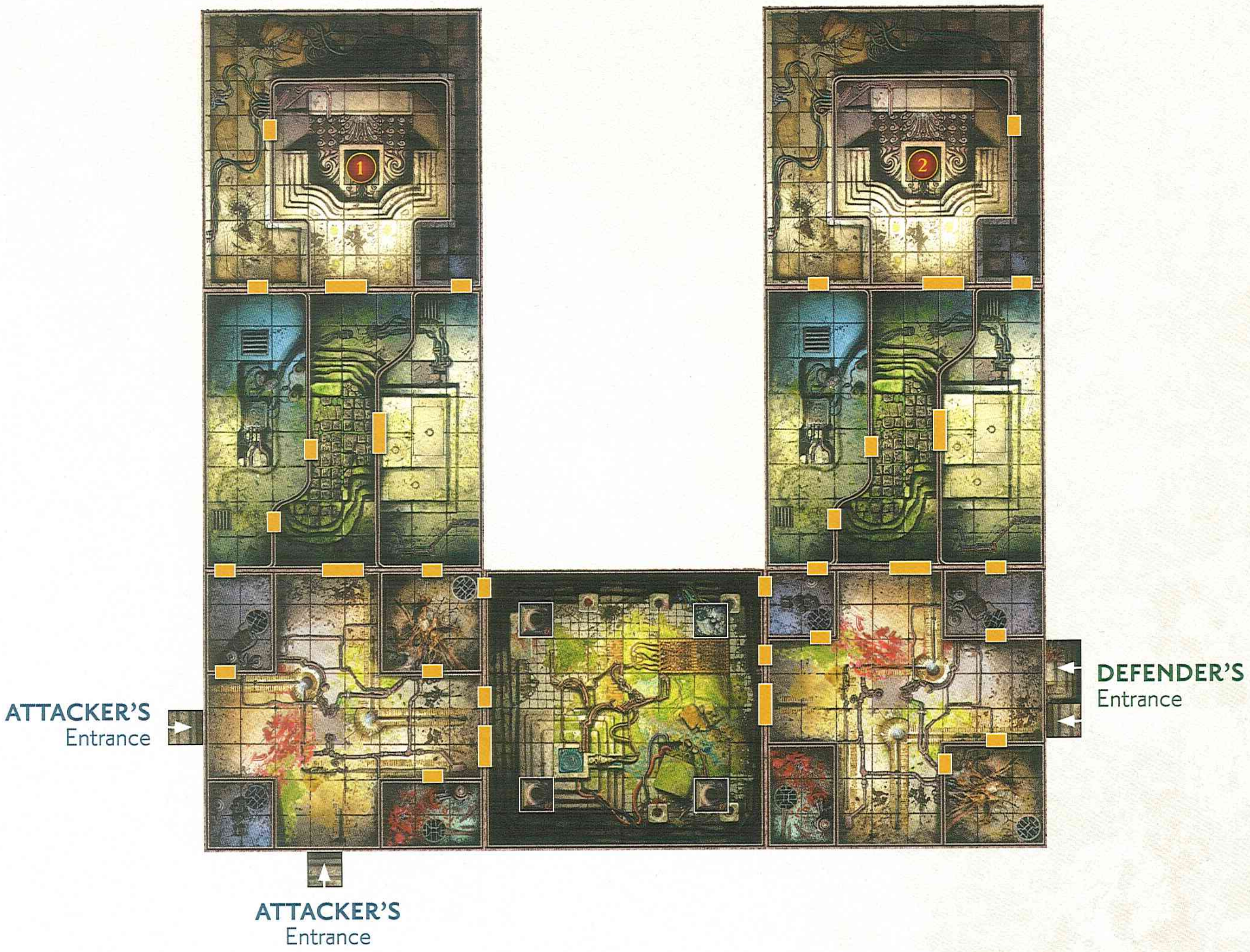
KITHAIRIN SAAR

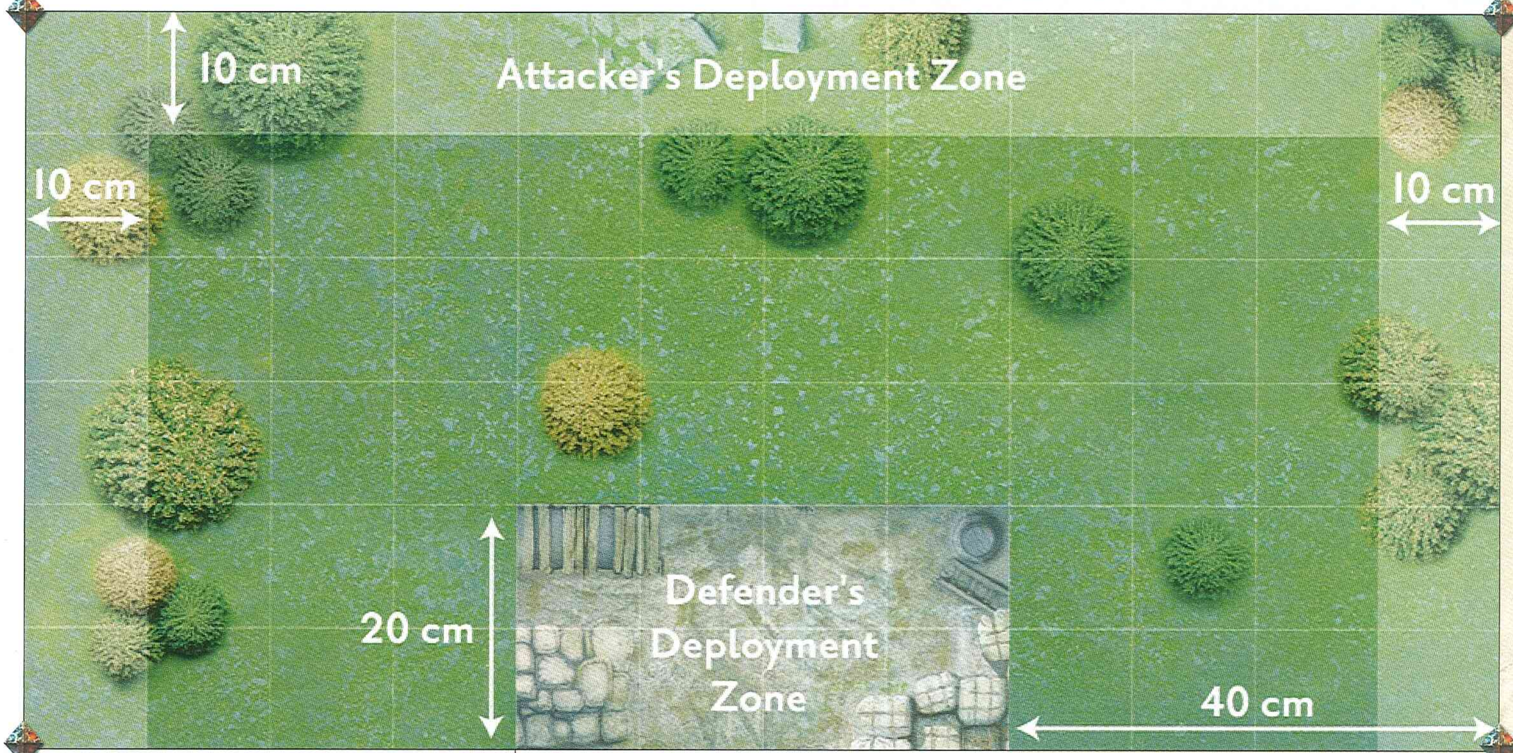
: 12,5
: 6
: 6/7
: 7/6
: 6
: 8
: 6

Equipment: : Long rifle/ STR 6, Range 25/50/75.
Abilities: : Mutagenic/3. Scout. Harassment. Instintive firing. Sharp shooter. Bane/Character.
Size: Medium.
Base: Infantry.
Rank: Dirz Elite champion.

160 A.P.

The servants: Their value must not exceed 25 A.P





FIRE!

Has you have found out in *Cry havoc 10*, the twelfth mission which ends the first part of the campaign had not been announced in order to feed the suspense. Here it is in order to conclude the first stage and determine which companies will be allowed to continue the adventure!

Because you should never forget that only the best while benefit from the support and financial help necessary to reach the far away lands sheltering the mysterious portal.

A free company was sent on a mission to burn down the supply warehouse of a rival company. Both companies ignore that in the warehouse is concealed information concerning the location of the portal to the Realm of Anakadir. In fact, the owner of a copy of Nissà Bramahs' journal seemed to have thought it was a good idea to hide the pages in this warehouse

Situation: The Defender places four bases (2.5 x 2.5 cm) representing flammable goods (RES: 7 Structure: 5 S.P.) inside the warehouse. These markers must be accessible by all four sides and be at least at 15 cm from one another. These markers use the rules of "Blazes" (See *Dogs of War*, p. 105). Besides, consider the weapons of the fighters as flaming.

Deployment: See the map.

Objectives: The Defender must prevent the crates from burning. The Attacker must destroy these crates.

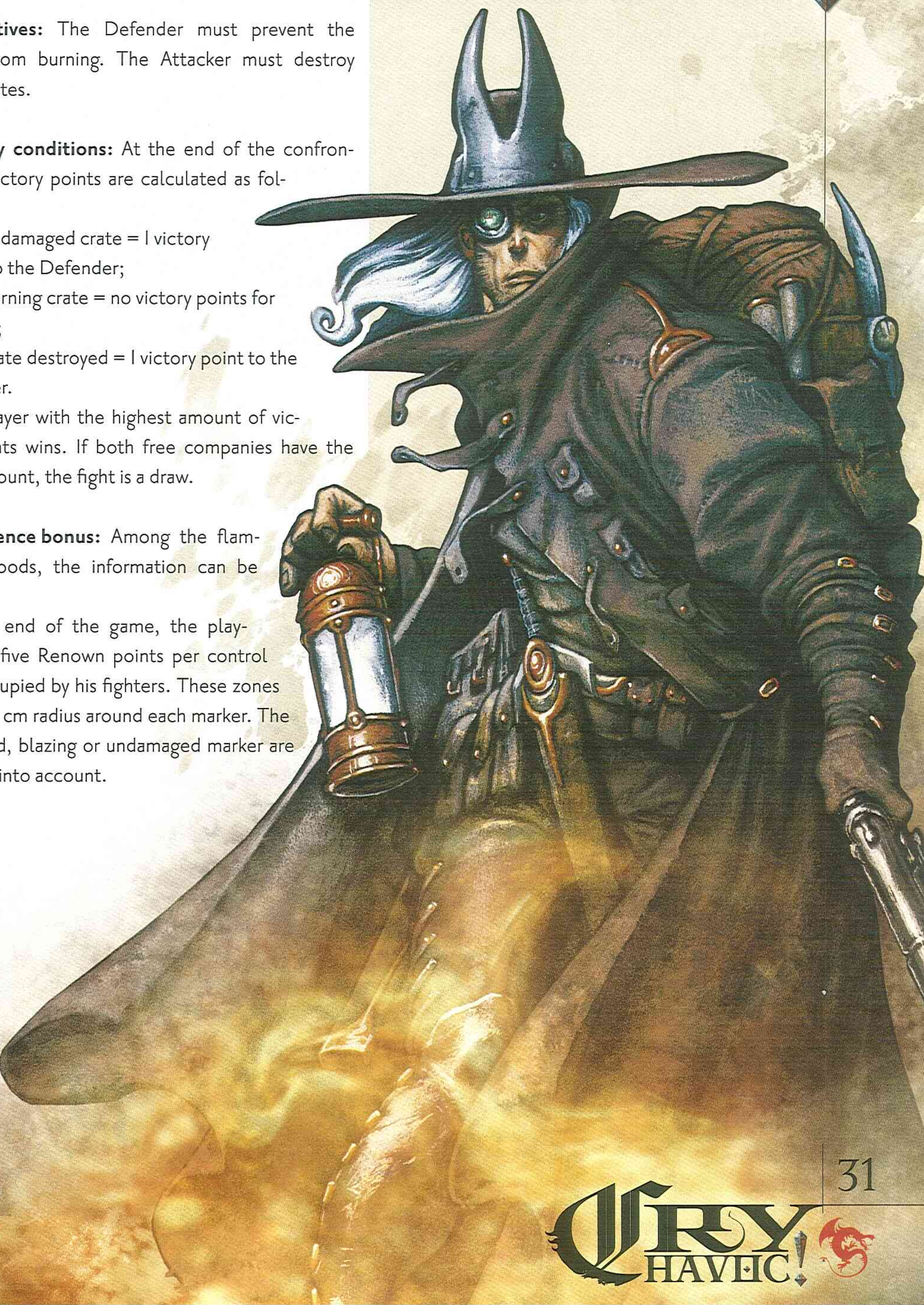
Victory conditions: At the end of the confrontation, victory points are calculated as follows:

- One undamaged crate = 1 victory point to the Defender;
- One burning crate = no victory points for anyone;
- One crate destroyed = 1 victory point to the Attacker.

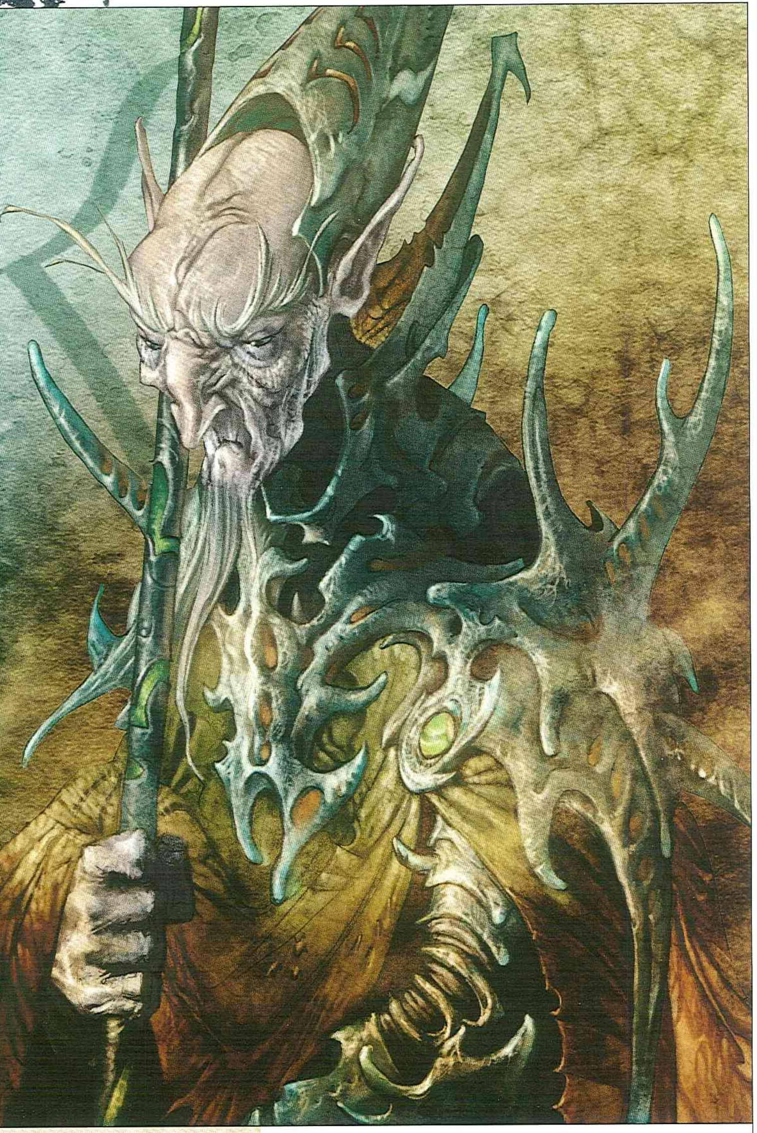
The player with the highest amount of victory points wins. If both free companies have the same amount, the fight is a draw.

Experience bonus: Among the flammable goods, the information can be found.

At the end of the game, the players earn five Renown points per control zone occupied by his fighters. These zones cover a 5 cm radius around each marker. The destroyed, blazing or undamaged marker are all taken into account.



King Mnéryl's Death



Here is the second part of the campaign: four missions that should be played between September 3rd and October 31st. Be the first to open a road to this rich and glorious land! Here is the opportunity for you to enter the legend and, who knows, you might draw the Chroniclers attention.

The location of the portal has finally been revealed..

After having assembled the different pages of the journal, found by the most experienced companies, the truth has eventually been revealed. And it was not glee expressed on the adventurers' faces but fear and uncertainty.

After several verifications there was no doubt possible; the journal was leading them straight to the heart of the Quithayran forest.

The companies knew then that a long march and dreadful trials were waiting them. The stories said than none ever came back from this mysterious forest...

◆

The news is spreading as fast as a powder trail: King Mneryl, protector of the Quithayran forest has passed away. His heir and son Adwen, is only twelve years old and rumors don't stop multiplying. Some claim that the King child was not able to cope with such an office and has shut himself up in total muteness, leaving his kingdom to the court plotters. Others say he would have fallen under the influence of a traitor serving Scaëlin.

Any how, all these rumors come to the same conclusion: they announce an era of chaos which could be lethal to the already fading Daïkinee people.

King Mneryl really is dead and Adwen has in fact replaced his father on the throne. Yet contrary to what some rumors say, he is a brave and headstrong child who does his best to show himself worthy of his bloodline and he is determined to save his people from the curse. His spirit and impetuosity are certainly a great change from the old Mneryl's temperance and some members of the court have seen there the opportunity to take decisions which had been held back as too hazardous by the former ruler.

The main resolution was to unlock the access to a location forbidden to mortals for centuries by the Daïkinee themselves: the unfinished Realm of Anakadir.

Little is known concerning this Realm which is linked neither to the elements nor to the Principles. It was sealed just after Scaëlin gave in to Evil. The Fayrees and the Daïkinee had shut its access fearing the power of this Realm might be as corrupting as Darkness itself.

For years some of King Mneryl's advisers had tried to push him to open the portal to Anakadir once again, hoping to find there the remedy to Scaëlin's curse. Yet the old monarch would never dare take the risk.

Despite the forewarnings of the conservative members of his council, Adwen ordered the spells holding the portal to Anakadir shut to be broken.

Once the portal opened, the King also ordered the keep a keen eye on the fringes of the Quithayran forest and to repel any intrusion attempt.

◆

New missions

For the second part of the campaign, the free companies cannot benefit from the services of the bonesetter nor recruit new members.

Four new missions are presented, and as before only two missions are playable per week, according to the following order.

HOLD THE GROUND
(MISSION 1)

Locations favorable to the building of an encampment are rare in the heart of the Emerald forest and competition between the companies looking to occupy them is fierce.

Situation: Both players are Attackers.

Deployment: Both groups are deployed in "Battle line" mode. (See *Confrontation 3*, p. 124).

Objectives: The control of each deployment zone and of the neutral zone gives victory points at the end of each round. These points are calculated during each "time out" phase:

- Controlling one's own zone earns the player 1 point;
- Controlling the neutral zone gives 2 points;
- Controlling the enemy deployment zone gives 3 points.

Victory Conditions: The player with the highest number of points by the end of the game is the winner.

Premium: None. The Emerald forest is a wild territory.

RESUPPLYING
(MISSION 2)

Far from the Free city food levels begin to run low. With time running out and rival bands still hanging around, the necessity for provisions leaves no other choice but to seize food anywhere it can be found.

Situation: Both players are Attackers.

Deployment: Both groups are deployed in "Battle line" mode. (See *Confrontation 3*, p. 124).

Objectives: The fighters must hunt for food.

Six wild animals (miniatures on cavalry base) are placed in the neutral zone. The players place them one after the other, in turns, determining randomly who begins. The animals must be spread in equal numbers on either side of the median line (within 20 cm of it) and at 10 cm at least of one another.

At the beginning of each activation phase, all the animals are activated before the fighters. Their reactions are determined depending on their state:

- As long as an animal has suffered no Wound roll and no assault, it is considered calm;
- Once an animal has suffered a wound roll or an assault, it panics;
- An animal with a Serious or Critical wound is furious.

Calm: When activated, the animal calmly walks in a randomly determined direction using the dispersion template.

Panicked: If it is free from any opponent during its activation, the animal runs in a randomly determined direction. If he is in contact with an opponent, the animal tries to disengage; if it succeeds it walks straight away from the melee he has just left.

A panicked animal always uses all its combat dice in defense, even if a game effect should prevent him from doing so.

Furious: If it is free from any opponent during its activation, the animal charges the closest fighter is its field of vision.

If he is in contact with an opponent, the animal remains there.

A furious animal always uses all its combat dice in attack, even if a game effect should prevent him from doing so.

Movement and orientation of the animals: The animals always use their entire movement potential allowed by their movement mode. They avoid obstacles and remain orientated in the direction of their movement. The animals never leave the battlefield. If their movement should take them out of the table, they end their movement following the most logical side of the table.

Retrieving the game: When an animal is killed its miniature is left where it died. Pursuit movements are allowed. Every dead animal represents 5 food units, represented by 5 markers. Any fighter starting or ending his movement in contact with a dead animal and without being in contact with another opponent can pick up a marker. A fighter who begins and ends his activation in contact with a dead animal and who hasn't been disturbed by an opponent can pick up two markers in the same round.

A fighter can carry up to three markers. Once picked up these markers follow the war booty rules (See *Dogs of War*, p. 97).

Victory conditions: The side whose fighters have gathered the highest amount of food units at the end of the game wins.

Premium: None. The Emerald forest is a wild territory.

WILD ANIMAL

●: 10
●: 2
●: 3/4
●: 2/5
●: -
●: 3
●: 0

Abilities:
Brutish Charge.
Size: Large.
Base: Cavalry.
Rank: Creature.

10 P.A.

THE IRE OF THE WOODS
(MISSION 3)

The companies have ventured deep into to this green kingdom. Silent witness of many eras of the Creation and cradle of the fayrees, the mysterious Emerald forest relies on its own defenses to keep ill intentioned individuals at bay.

Situation: The game is played down the width of the table. Both players are Attackers. Each round, first round included, several events can unfold:

- **Bog:** 1d6 is rolled per fighter on the battlefield. On a ⚅, the fighter has stepped into the bog. He must manage an Initiative test against a difficulty of 7 to free himself. If he fails, he sinks into the bog never to be seen again... The fighter cannot play till the end of the game. Besides his Wound level increases by a level at the end of the game;
- **Venomous leaves:** 1d6 is rolled per fighter on the battlefield. On a ⚄ or a ⚅, , the fighter has been scratched by venomous plants. He must manage a Resilience test against a difficulty of 10 to resist the poison. If he fails, he suffers a Wound roll (STR 5) - Toxic/0;
- **Lashing vines:** 1d6 is rolled per fighter on the battlefield. On a ⚄ or a ⚅, , the fighter is attacked by the vines. He suffers a Wound roll (STR 6);
- **Insect swarm:** 1d6 is rolled per fighter on the battlefield. On a ⚃, a ⚄ or a ⚅, the fighter is harassed by a cloud of insects. He loses 2.5 cm to his MOV characteristic until the end of the round.

To represent the difficulty of moving in this green hell the fighters can only move to the maximum of the MOV written on their reference card, modified by the ability "Mutagenic/X" when it is the case. It is impossible to increase this value through artifacts, spells, miracles, etc.

Deployment: : Both players deploy within 10 cm of the same edge of the table. One of the players deploys his troops on the left, within 45 cm of the side of the table. His opponent does the same on the right side.

Objectives: the players must eliminate as many enemies as quick as possible.

Victory conditions: The player controlling the battlefield wins (See *Confrontation 3*, p. 123).

Premium: None. The Emerald forest is a wild territory.

GLORY IS NIGH!
(MISSION 4)

Weeks go by and the fighters are weary. The dampness of the forest, its strange noises and its threatening trees hardly help in maintaining the morale. The troops are losing hope...And what if all of this was just a joke from the gods? A trick to fool the naïve or the greedy?

But suddenly, the fighters spot a tree with brightly glowing roots forming a swaying arch. Finally, they have found the portal; yet they still have to deal with their last rivals ...

Situation: Only the two best companies (meaning those with the highest Renown value) can play this scenario.

Both players are Attackers

The portal to Anakadir is represented by a 3.75 x 3.75 cm creature base. It is placed in the middle of the field on the median line.

Each round two Daïkinee Scarab warriors jump out of the bushes to harass the companies and prevent them from using the portal. The "Neutral fighters" rules are used to play them. They enter the game through any side of the table, and always head straight for the closest fighter.

There cannot be more than 2 Scarab warriors on the table at once.

Deployment: Both players deploy in "Battle line" mode. (See *Confrontation 3*, p. 124).

Objectives: The players must control a 10 cm zone around the portal.

Victory conditions: If a player manages to control the portal, he is victorious. From October 1st, until October 31st, He will then be able to send us his army sheet by e-mail to xgiacomin@rackham.fr or through regular mail at the following adress, he shouldn't forget to send us his club or shop details:

Dogs of War Campaign
RACKHAM
44 rue de Lagny
93 100 Montreuil-sous-Bois

This allows his way of alliance to tighten its grasp over the Anakadir Portal.

THE SCARAB WARRIORS

: 12,5
: 4
: 5/8
: 4/8
: -
: 5
: 2

Abilities:
Regeneration/5.
Master strike/2.
Fine blade.

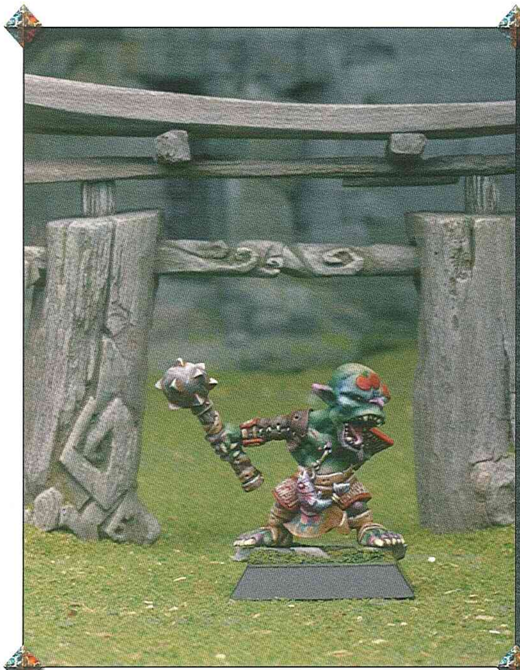
In any other case, it's a defeat. The game must be played again; consider that the fighters have called for retreat and are back to fight after having cured their wounded. The players benefit from the usual earning of experience points, healing, etc.

The fighters gazed at each other once things had settled down. The tension on their faces slowly turned to excitement. They had finally reached the end of their long journey. They were about to be rewarded. After a few second of hesitation they threw themselves at the portal all at once to claim their loot...

What is hidden on the other side of the portal, as well as its influence on Aarklash will be revealed during the Paris OPEN in November. The results that we will receive will allow us to determine the nation which will have gone through the Portal of Anakadir and the advantages they will have. This future event will allow you to write the final chapter in a epic final struggle taking place in the shadows of Cadwallon, but also on the battlefield. If you have any questions, do not hesitate to contact us at xgiacomin@rackham.fr.

We'll be hearing from you soon...

Ruines de Larônn
Cité-fantôme d'Anura
Détroit de Larônn
Indatte
Laureken
Fleuve Ynkar
Nuahm



PAINTING GUIDE
GOBLIN ASHIGARÛ

The influence of the Ûraken faction extends over the goblin army. Thus it is quite natural for the new Japanese inspired troops of the Studio to follow the Ûraken color scheme.
The guide of this issue of *Cry Havoc* takes a look at the secrets of the goblin army, by analyzing this color scheme and its variations, before studying in detail the case of a regular with mace.

COLORS OF ÛRAKEN

For more than a year now, RACKHAM has strengthened the position of the Ûraken clan with the emperor Izothop with ever more releases. Thus a new color scheme for this faction was born. It relies on the simple and natural Japanese inspired dressing materials, protections and weapons used by these goblins.

Weapons and armor mainly consist of wood and wicker. Thus there is relatively little metal except for the sword blades, spear and mace. Fabric is very sober, worn out and dirty. Certain fighters also wear thin leather pieces for additional protections.

These materials reflect well the Japanese influence of these miniatures. And goblin cultural influence is found in the absurd details of the sculpture as well as in the characteristic motives of the rat and the checked pattern.

In terms of painting, it is interesting to take into account these two influences:

- Armor plates as well as the edges of the wicker protections are done in red to represent the lacquered wood of samurai armors;
- The Characters and the Daï-bakemonos' fabrics are meant to remind of silk;
- The wide skin areas are decorated with tattoos (certain miniatures, such as the Zoukhoï ogres, have carved tattoos);
- Besides, you should not forget that the goblins show little care for their possessions. Clothes are thus dirty and ripped, in spite of the refinement of the material used.

Stand in line

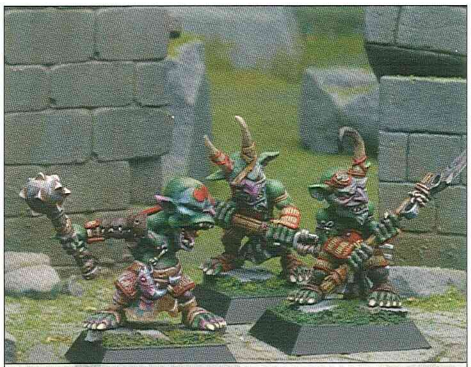
For the Ûraken goblins, the differentiation between ranks is especially noticeable on the sculpture. You can stress it through the use to certain of colors and subtle alterations of the general Ûraken clan color scheme. Thus the ashigarûs and the spearmen are barely dressed or protected. Bûshis have better protections, but few clothes. Samourâs possesses richer clothes and heavier armors.

Ninjas are a little different because of their furtive role. They stand out well thanks to their dark brown kimono, and yet do not clash with the rest of the army.

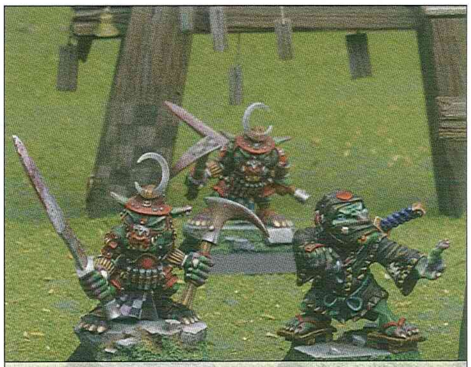
The treatment of fabric can be also be used to reflect goblin hierarchy. Thus, the higher the rank of the piece, the less the clothes will tend to be worn out and soiled. It is also possible to paint Asian motives (swallows, cherry tree flowers, ideograms, etc.) on wide fabric or skin areas.

A swarming multitude to serve the Shogûn

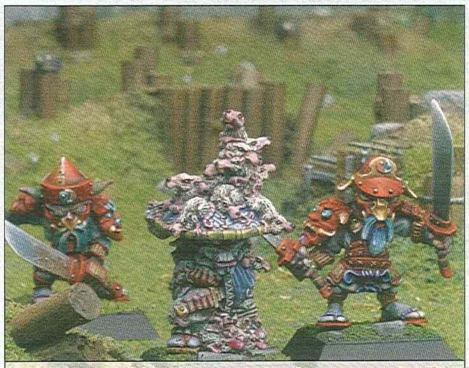
Although the miniatures of the studio follow the Ûraken color scheme, nothing should prevent you from creating vassal houses or even your own clan. The only limit concerning variations is your imagination. Here are some color schemes allowing to create minor clans; they are based on two principles: an alteration of the skin color while still following Ûraken colors and new chromatic schemes for the equipment.



SPEARMEN AND ASHIGARÛ

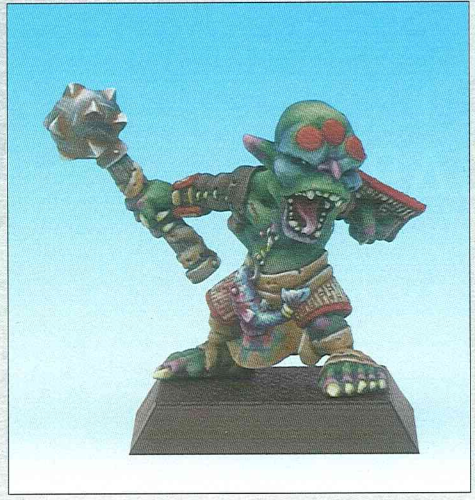


BÛSHIS AND NINJAS

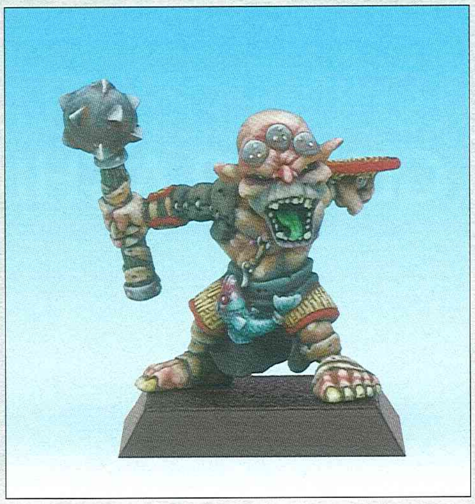


SAMOURÂS AND HOOSÛ ÛZO

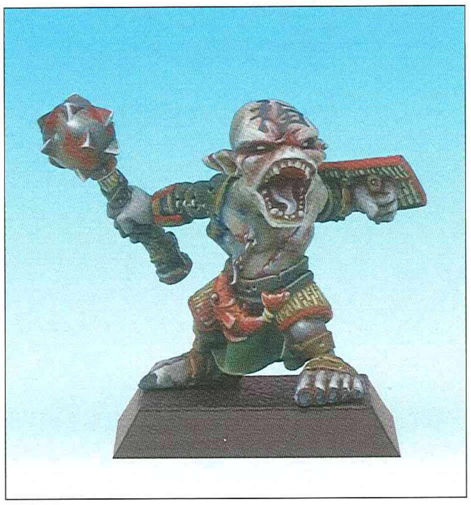
GREEN AND BLOOMING



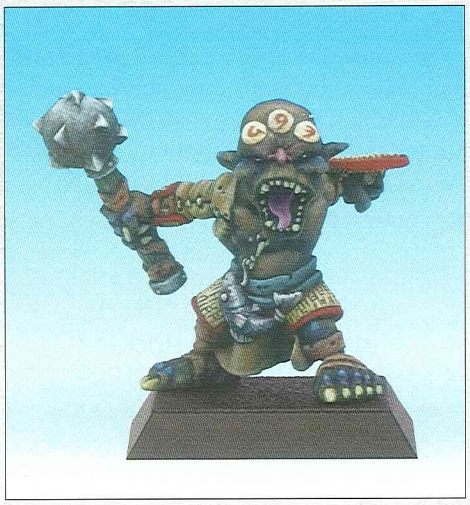
COMMON GOBLIN SKIN



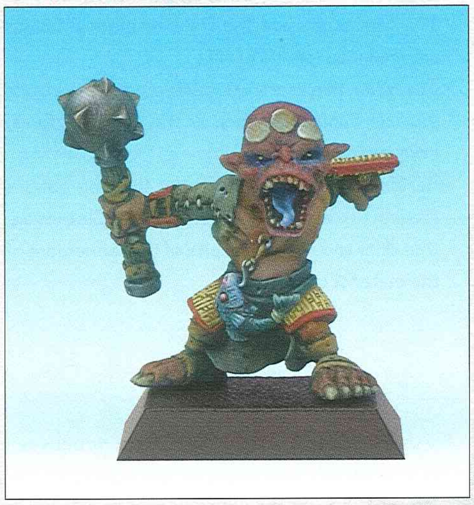
Base: 029 *Tanned skin* ■
Shadowing: 021 *Beastly flesh* ■
Highlighting: 031 *Pearly flesh* □



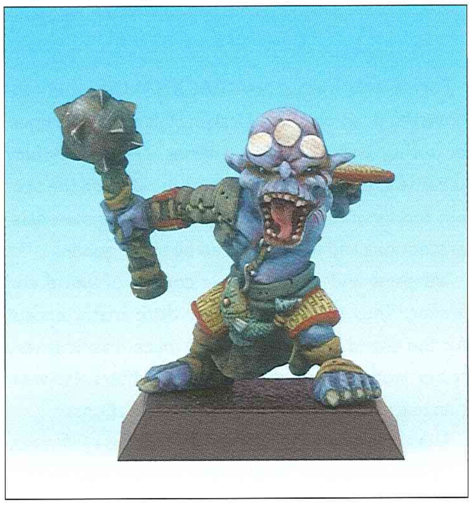
Base: 043 *Sharp grey* □
Shadowing: 022 *Soil of Avagddu* ■
Highlighting : 001 *Eternal white* □



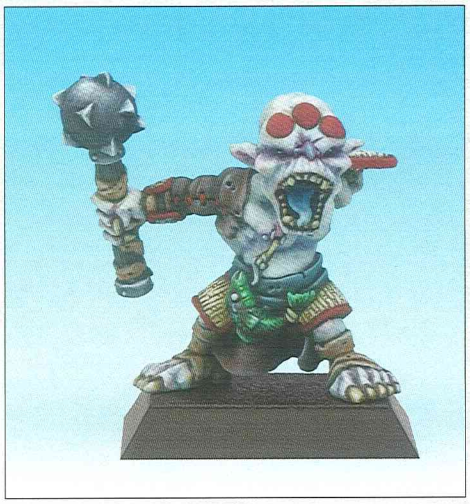
Base: 020 *Dirty leather* ■
Shadowing: 003 *Abyssal blue* ■
Highlighting: 029 *Tanned skin* ■



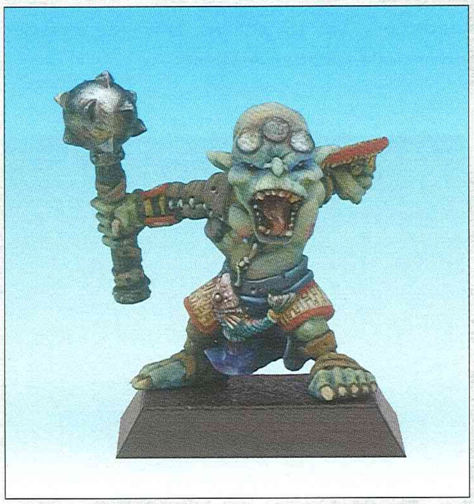
Base: 023 *Kallienne yellow* ■
Shadowing: 035 *Arcavia red* ■
Highlighting: 033 *Fiend flesh* ■



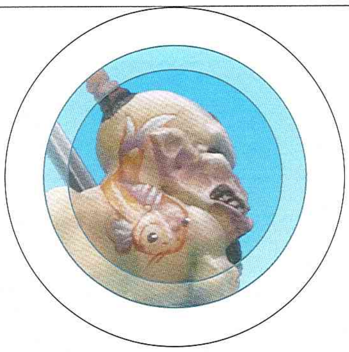
Base: 007 *Wizard blue* ■
Shadowing: 005 *Migol blue* ■
Highlighting: 041 *Noësis white* □



Base: 043 *Sharp grey* □
Shadowing: 044 *Steel grey* ■
Highlighting: 001 *Eternal white* □

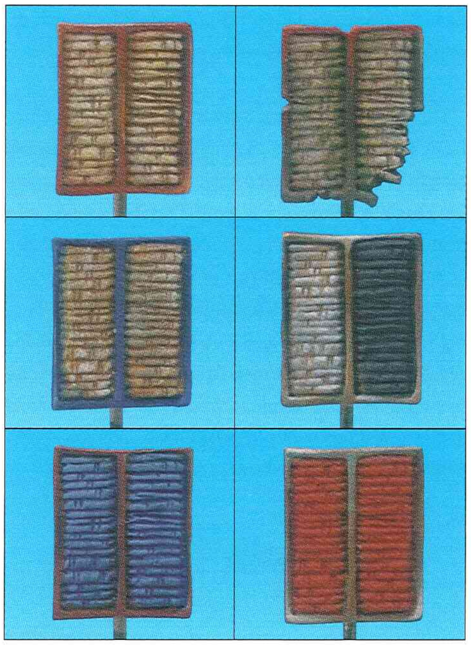


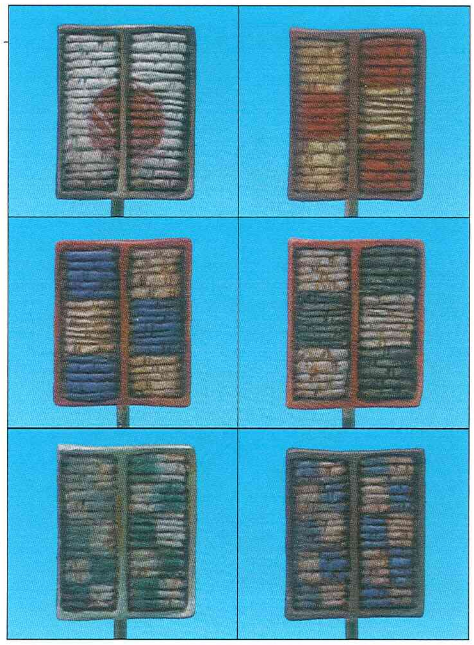
Base: 011 *Dead flesh* ■
Shadowing: 017 *Avagddu green* ■
Highlighting: 041 *Noësis white* □

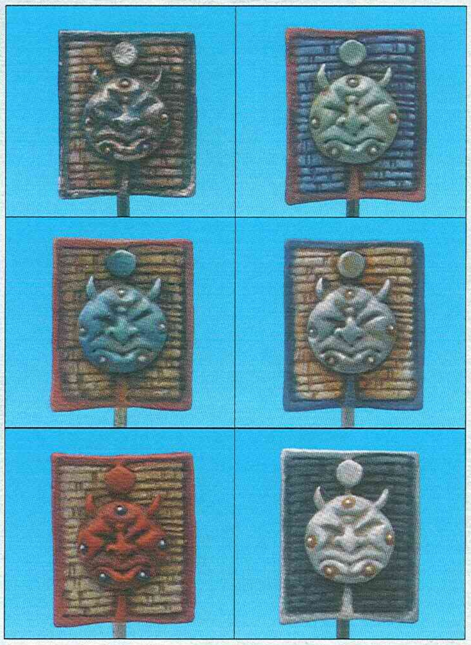


With a little research and patience
you can also realize
Japanese inspired tattoos.

COLORS
AND ARMOR







Some useful colors

- 001 Eternal white
- 002 Accursed Black
- 004 Ephren Bue
- 005 Migal Blue
- 006 Divine Purple
- 007 Wizard Blue
- 009 Glacier Blue
- 019 Chitin Green
- 020 Dirty Leather
- 021 Beastly Flesh
- 022 Soil of Avagddu
- 023 Kallienne Yellow
- 024 Syhar Soil
- 025 Forgotten Gold
- 026 Parchment Yellow
- 027 Elven Flesh
- 029 Tanned Skin
- 032 Pink Flesh
- 033 Fiend Flesh
- 034 Natural Leather
- 035 Arcavia Red
- 036 Rackham Red
- 038 Merin's Fire
- 039 Royal Yellow
- 041 Noesis White
- 042 Wildcat Gray
- 043 Sharp Gray
- 044 Steel Gray
- 045 Gray of Darkness
- 046 Celestial Pink
- 049 Polished Silver
- 050 Mutant Flesh

PAINTING FOR
GAMING TABLE

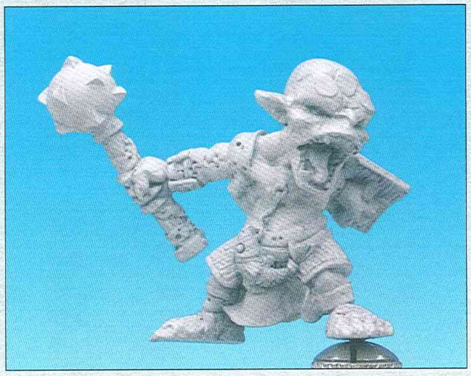
1/ Preparation

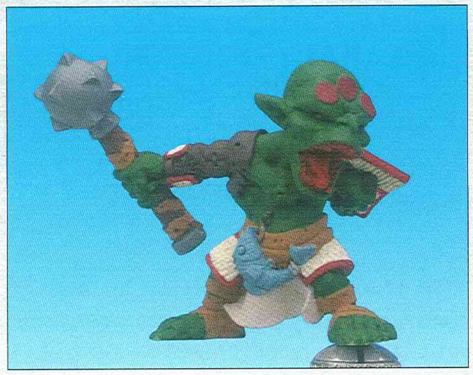
The mould lines on the mace and the shield are carefully removed. Particular attention is given to the shield and to the hands. It is generally between the fingers that it is most difficult to reach and scrape the mould line away. The body is scraped and then carefully sanded. Finally the base bar is removed, one foot and both wrists are pined. The arms being spread out, it will be easy enough to paint the assembled miniature. Thus the mace and the shield are glued before painting on a white undercoat.

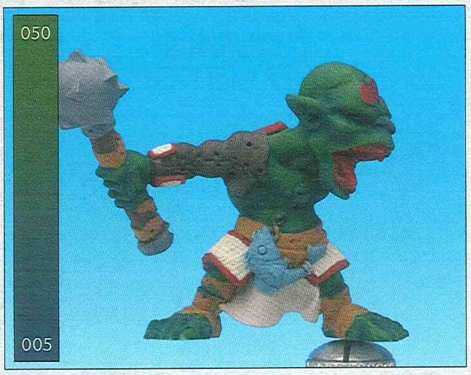
2/ Basic colors

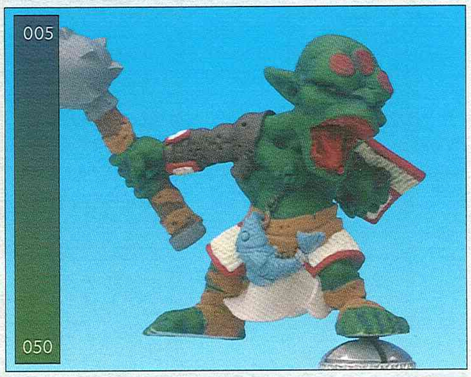
The various elements receive a base coat before being treated in detail one after the other.

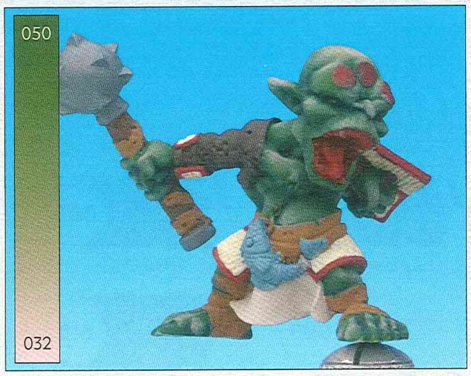
The skin receives a base of *Mutant flesh*. The pieces of wicker are painted in *Elven flesh*. Borders, inside of the mouth as well as dots on the forehead are based in *Arcavia red*. The leather armband and the small purses in the back receive a base of *Dirty leather*, the handle of the mace is based in *Soil of Avagddu*; strips and flute are painted in *Kallienne yellow*. The fish is based in *Steel grey* and the loincloth in *Wildcat grey*. To finish the mace receives *Grey of darkness* base coat.

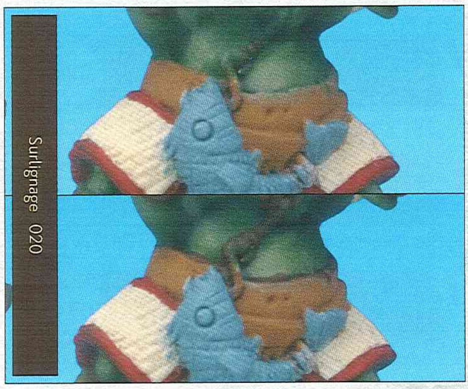


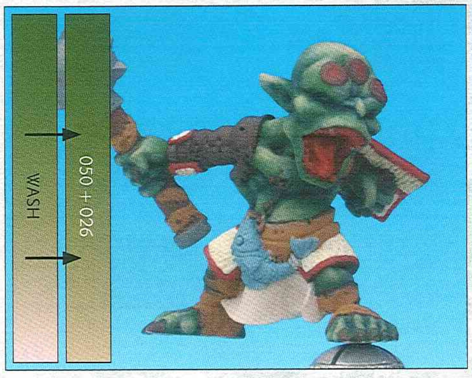












3/ the skin

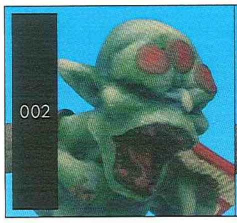
The skin is shadowed at first by dragging gradually *Mutant flesh* towards *Migol blue* in the hollow parts. You then paint the volumes with *Mutant flesh*, to improve gradations and eliminate any stain. The following stage is the most important because it gives all its intensity to the final color of the highlighting. It is also the step which can seem the most improbable. Indeed it consists in highlighting the skin by mixing little by little the base with *Pink flesh*. It might surprise you, but the mixture gives a very pale khaki green a lot closer to white than yellow. Create a very light gradation until pure *Pink flesh* on the zones where the highlighting will be the most obvious.

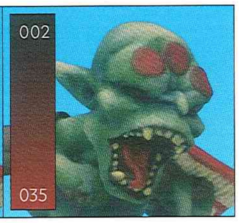
It is at this moment that the skin is lined, simply with diluted *Dirty leather*.

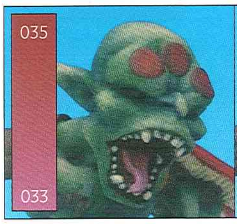
It is all about giving the skin its definitive color. To do so, create a 90/10 mixture of *Mutant flesh* and *Parchment yellow*. It is important to abundantly dilute this mixture, without however turning it into a wash. This color is applied by transparency to the zones which have already been highlighted in *Pink flesh*. It's better to work in successive layers which are dried each time with the hairdryer. This technique will allow to tint the skin and to obtain a brighter color, which would have been duller if *Mutant flesh* had been directly degraded with *Parchment yellow*.

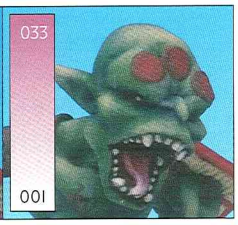
The principle of this technique is to degrade a color from its shadowing to the highlighting with the only design of obtaining a nice shadow/light relation. The purpose is not the color in itself. Tint this gradation by transparency with the color which you wish to obtain in the end. It is sometimes simpler to work this way because certain colors are difficult to highlight. Thus highlighting red can turn out pretty tricky, and the result can range from pink to orange. In this precise example, you will obtain a deeper red in the shadows and brighter red in the lit zones if you tint a pre-existent gradation of blue to orange.

4/ the details of the head









The inside of the mouth and the eyes are given a wash of *Accursed black*.

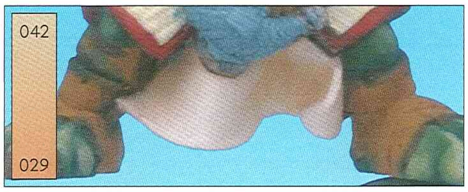
The tongue is then painted in *Arcavia red* by transparency. With diluted paint as if it was a wash, you are going to apply the red to the tongue and drive it, taking care that the color does not pour either into the side hollows or towards the back of the throat. Teeth are painted in *Parchment yellow*.

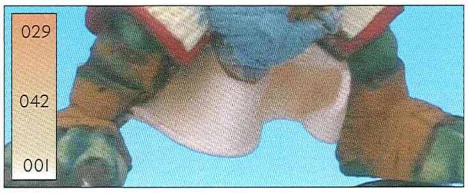
Then degrade rather quickly (in two or three successive mixtures) the *Arcavia red* to pure Fiend flesh on the tip of the tongue. On the extremity of the tongue, stress the highlighting by drawing *Fiend flesh* to pure *Eternal white*. A white spot is put on each eye. Teeth are also highlighted till white.

5/ the loincloth

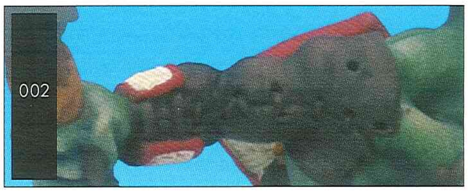
The loincloth is very clear. Shadowing and highlighting will thus have to be light.

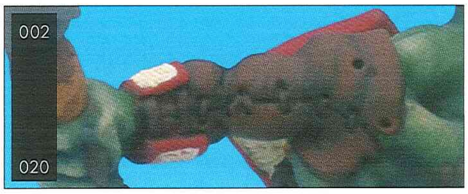
To shadow it, simply use *Tanned skin* which you are going to lay down in the hollow parts by transparency. Then go back to *Wild cat grey* to erase the possible tracks and the haloes. Then do the highlighting by degrading the *Wild cat grey* to pure *Eternal white*.

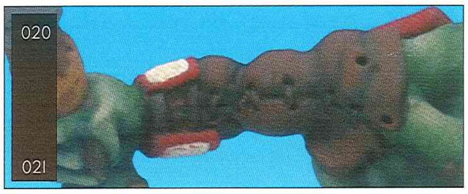


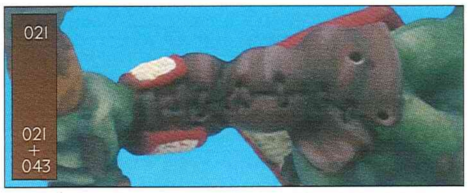


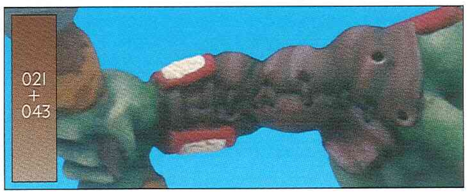
6/ the Sleeve and the Purse







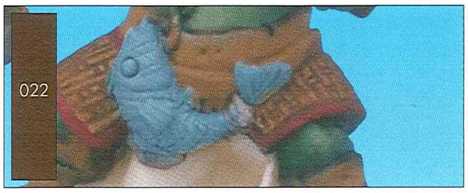




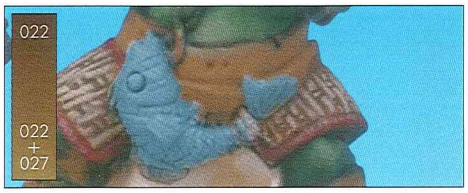
The *Dirty leather* is shadowed by a wash of *Accursed black*. Then use *Dirty leather* before drawing it to Beastly flesh pure. Finally mix *Sharp grey* and *Beastly flesh* 80/20 and paint several fine and diluted layers on the edges, folds and tears. The dilution is important because it brings to the mixture a transparency which will become blurred with every passage, thus allowing to realize a gradation quickly without too much effort..

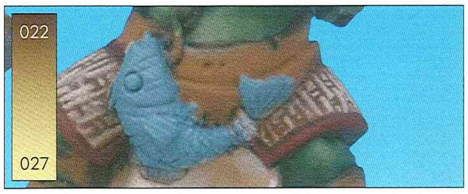
7/ the Wicker

The wicker of the shield and the protections is done in the same way. Elven flesh is shadowed with a wash of *Soil of Avagddu*. It is necessary to insist on hollow parts and the details of the wicker. Then highlight it twice. It is necessary to use the edge of a thin paintbrush, to highlight only the volumes.

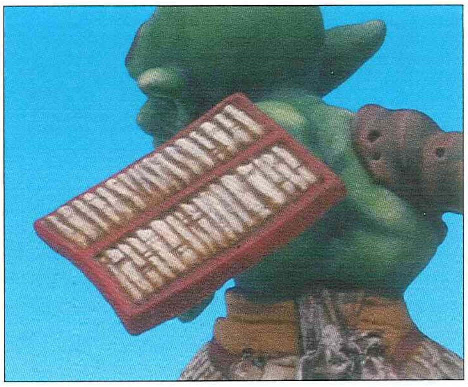


The first highlighting is done with a 50/50 mixture of *Soil of Avagddu* and *Elven flesh*. The second is done with pure *Elven flesh*.

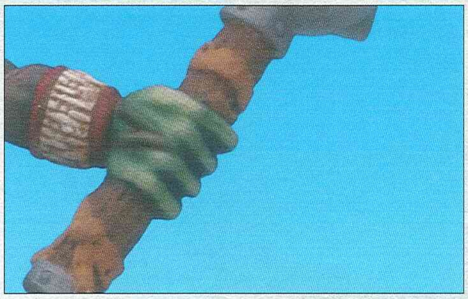


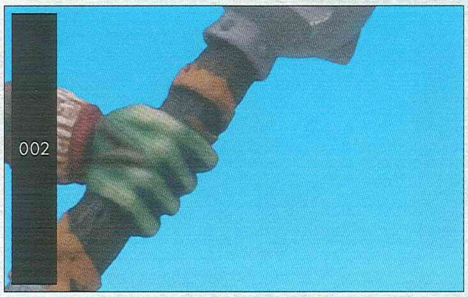


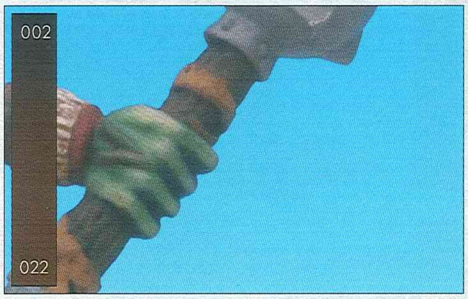
The details of the wicker are so small that a true gradation is useless. Before passing to the following element, every piece of wicker is lined.

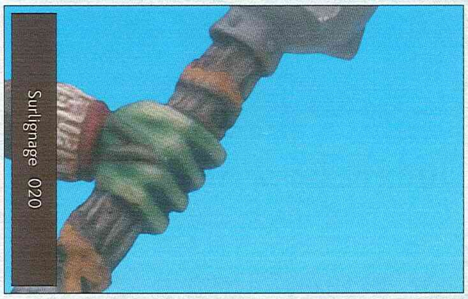


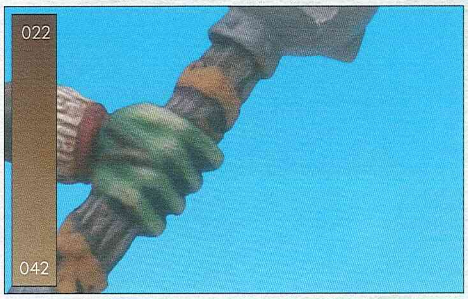
8/ the Handle of the Mace







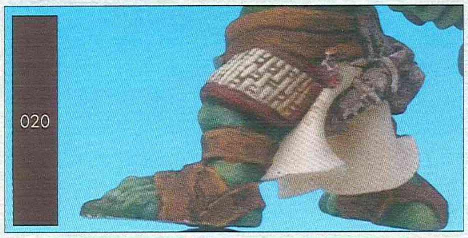


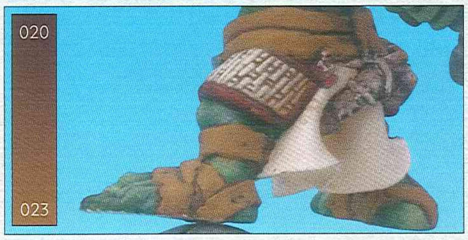


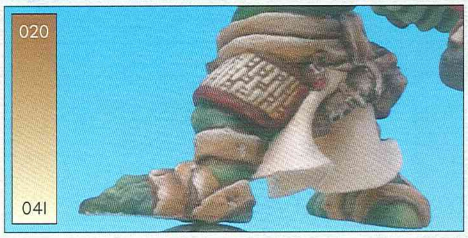
Give it a wash of *Accursed black* in order to shadow it. Paint the veining in *Soil of Avagddu*, and then draw to *Wild cat grey* (for a final 90/10 mixture) on the volumes, as for the wicker.

9/ the Strips

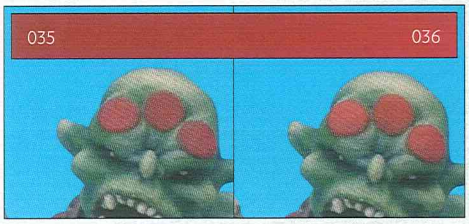
These are shadowed by a wash of *Dirty leather*. They are painted *Kallienne yellow*, and then highlighted up to pure *Noësis white*, insisting on the edges and chinks.

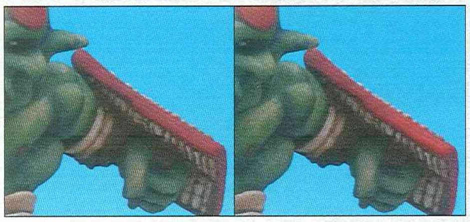


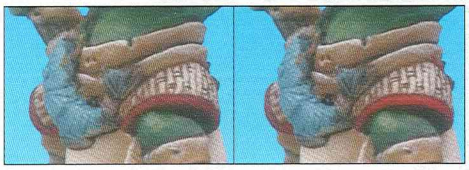


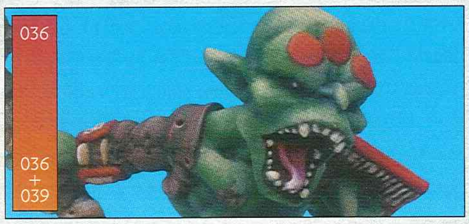


10/ the Borders And the Dots of the Forehead





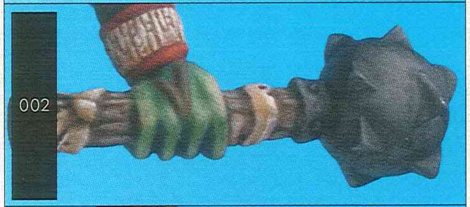


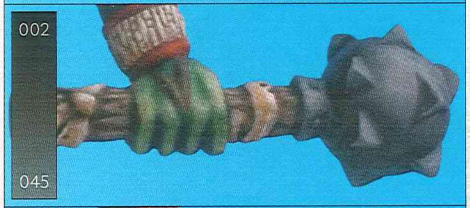


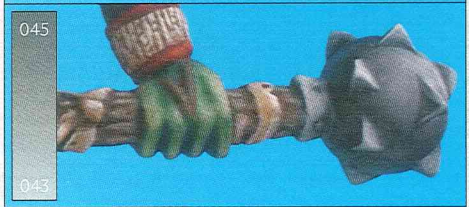
The *Arcavia red* acts here as a dark base that only needs to be highlighted with *Rackham Red*. You proceed in the same way as for the wicker on the borders by working with the edge of a thin paintbrush.

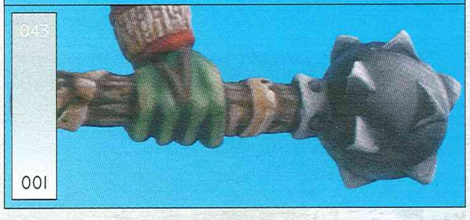
The dots of the forehead are done normally; add a glacis of *Arcavia red* to re-highlight the shadows and smooth the gradation. Finish by applying a balanced mixture of *Red Rackham* and *Yellow royal* to the edges.

10/ the Head of the Mace







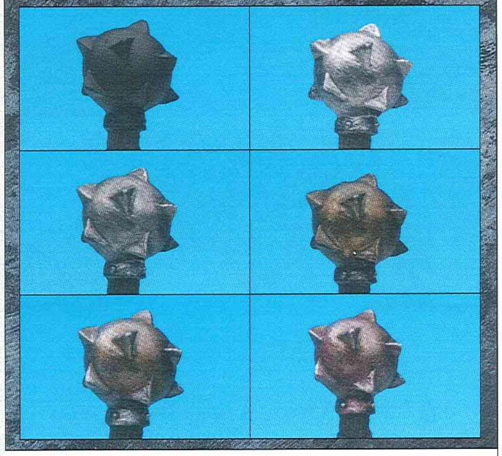


A wash of *Accursed black* is dropped on the *Grey of darkness* as shadowing. The shadowing must not be too light to obtain a base dark enough to work on strong contrasts on a rather small zone. Then paint by transparency some *Grey of darkness*, and stress the highlighted zones then. Stress the highlighting quickly by drawing the *Grey of darkness* to *Sharp grey* then to *Eternal white* (90/10 mixture of white and grey). The intermediate zones between every color of the gradation must be restricted to obtain the strong and almost immediate contrast specific to metal. Finish by passing *Pure white* on the edges.

METAL MACE

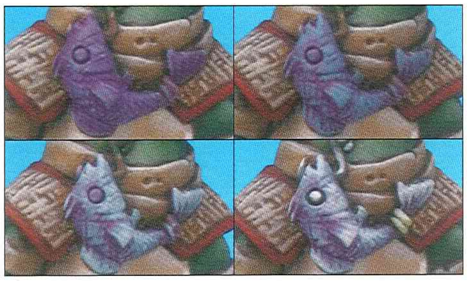
As you saw it in the previous issue, paintings metal comes out better on a black undercoat. However the mace or the sword is undercoated in white to protect the brightness of the other tints. Thus first paint a homogeneous black layer on the blade or the mace. The element is then painted in *Polished silver*, then shadowed by a wash of *Accursed Black*, lighter than for non metal painting. You can go on passing the other washes consisting of black mixed with *Syhar soil*, then with some *Natural leather*. Go back to *Polished silver*, highlight it using *Glacier blue*.

Finally add traces of blood with some *Rackham Red* mixed with *Accursed black*, as well as in a drop of shiny varnish.



11/ the Last Details

- The fish is shadowed with *Divine purple*. Use *Steel grey* to make the scales stand out from one another. The latter are quickly highlighted to *Pure white*. The eye receives a layer of black then white, to represent the glassy effect.
- The flute is undergoes a wash of *Soil of Avagddu*, then some *Kallienne yellow* is added before being highlighted with *Noësis white* and a final lining.



- The laces which close the leather sleeve and tie the purse, the flute and the fish are painted in *Parchment yellow* then a quick highlighting is done with diluted Eternal white.

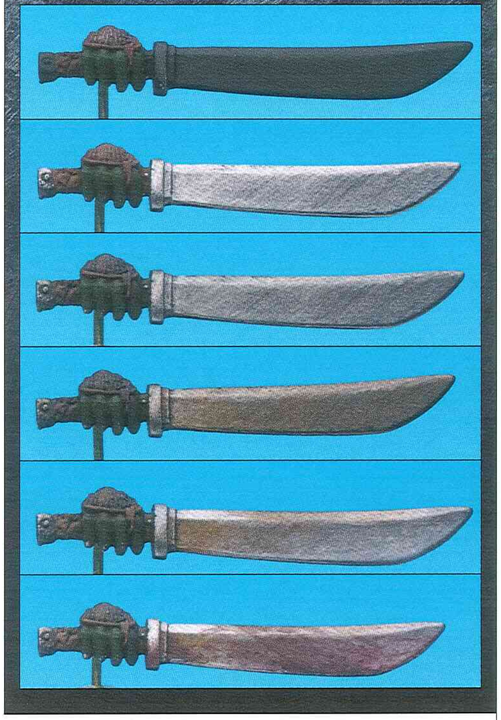
MORE ELABORATE METAL

The sword and the mace can have a more elaborate finish by playing on washing tints and the highlighting. Following the example of the technique used for metal painting, it is done «by breaking» colors by incorporating them little by little to the other tints. Thus, the shadowing wash can be done with red or bluish blacks. In this particular case, hints of *Migol blue*, *Syhär Earth* and *Natural leather* were used.

Besides, the highlighting can also be tinted. In the present example, a mixture of *Natural leather* and Merin's fire has been delicately laid in dark areas.

The rest of the work of lighting is identical to the treatment described for the mace.

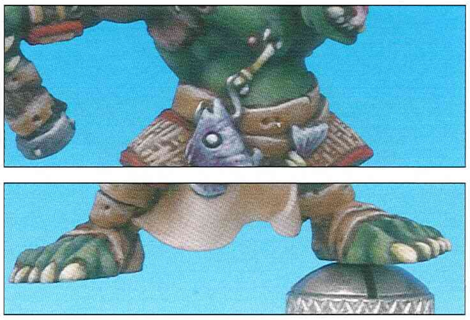
It is also possible to appreciably shorten the highlighting of the metal, and thus arrive rather quickly to *Pure white*. Then the goal will be to blend this white into the grey tints and to homogenize the shading. It is then necessary to work by successive glacis, and to make sure the previous is completely dry before beginning anew. The movement must be quick and repetitive (the glacis almost has to dry at the same time as it is worked) to keep the control over the colored liquid and avoid any halo or inconvenient stains. The last stage consists in intensifying the brightness once more by using diluted *Pure white* on the edges.



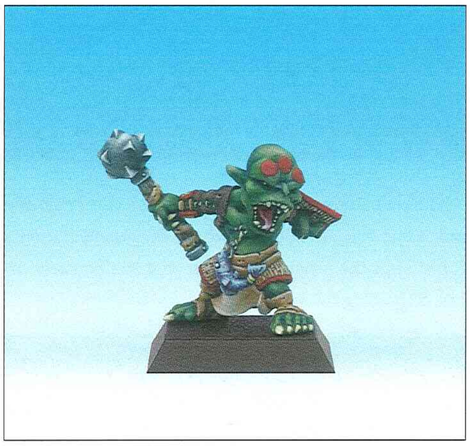
- The nipples receive a layer of *Arcavia red* and are gradually degraded to pure *Fiend flesh* then to *Eternal white*.

- The fishhook is done in the same way as the mace but in a less elaborate way, given its size. Nails receive a treatment identical to the teeth.

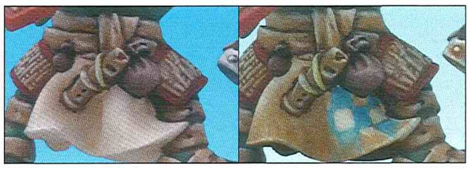
The armies of Ûraken are ready to welcome among them this new comrade-in-arms, ephemeral grain of sand among the swarming multitudes of Rat.



A SUPPLEMENT OF SOUL



The main part of the improvements which can be done concerns the skin, the metal and the integration of patterns (whether it is on metal, wood, fabric or skin).



The skin is done differently according to location (in shadows, in light or in the intermediate zones), but always with the same perspective. It is a question of giving it variations in tints. They are not meant to be very elaborate; a little indistinctness agrees perfectly with the chaotic and hazardous side of goblin life. Even if the colors of the mixtures are carefully chosen, it is up to the painter to decide on the proportions of every color.

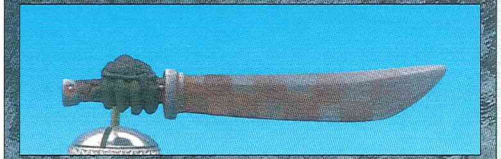
These tints can be applied with a traditional gradation or by dilution by playing on the transparency of the painting. You just need to dilute more and more the painting as the worked zone is widened.

- Shadow areas are first given some *Purple divine* and\or *Celestial pink*, pure or mixed. Apply in some places a mixture of *Merin's Fire* (at least 50 %) and *Dirty leather*.
- The transition zones are done with a more controlled mixture, consisting of 40 % of *Forgotten gold*, 50 % of *Merin's fire* and 10 % of *Chitin green*.
- The highlighted zones are painted with *Wizard blue* which is drawn to *Noësis white* (to avoid a «smurf» look).

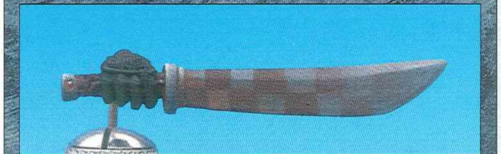
CHECKED PATTERNS

When the Babayagob traveled down the abyss of Mid-Nor, she discovered the checkerboard which she hurried to show her brothers. Declined mostly under the shape of multicolored checked pattern, it was soon adopted by goblin culture where it became a characteristic pattern.

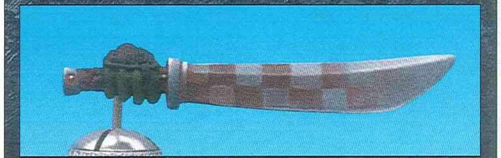
It is all based on dilution and four critical steps. Begin by drawing a rough, blurry pattern just by laying color zones (in this particular case *Arcavia red*). Dilution is important because you have to preserve the light coming from the element underneath.



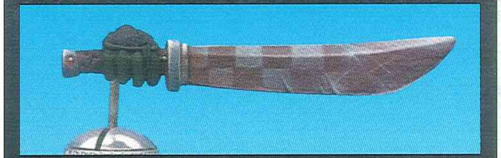
Go back to red to highlight the limits of every square, by insisting on shady areas. It creates a lighting effect.



To stress this effect, mark the contrast between the dark squares and the clear squares using transparency, by juxtaposing well diluted white next to previously shadowed zones.



When it is dry, apply a glacis the color of the element underneath to integrate the checked pattern to the latter.



Once this done, work again on the global lighting of the element, by taking into account the checked pattern.

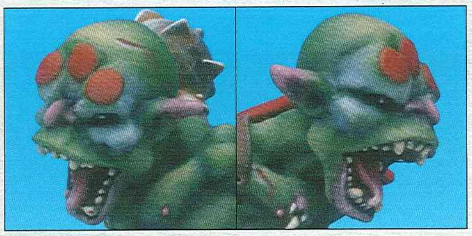
The face will get more attention.

- The nose is reddened (to represent blood or to give slightly tipsy look) with *Arcavia red* by successive glacis, and by insisting on hollow parts. *Rackham Red* (20 to 30%) is gradually added. You can also add a hint of *Merin's fire* (no more than 10 %).

- The ears can be done in two ways, if you wish to give them a natural bluish shade or to represent flesh bruised after a blow use purple. To obtain a natural shade, lay some *Divine purple* in hollow parts then draw it to *Wizard blue* and to *Noësis white* on highlighted zones.

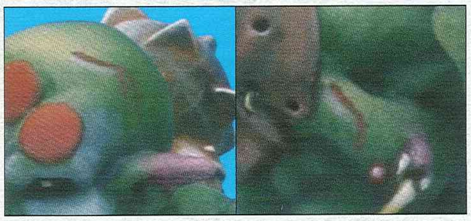
If they are bruised, it is necessary to avoid highlighting the *Divine purple*. Do not paint the hollow parts but the tip of the ear. Operate then the opposite transition to *Noësis white* then to *Wizard blue* in hollow parts.

This principle can be applied elsewhere that on ears; near the lips or on the cheekbones for example.

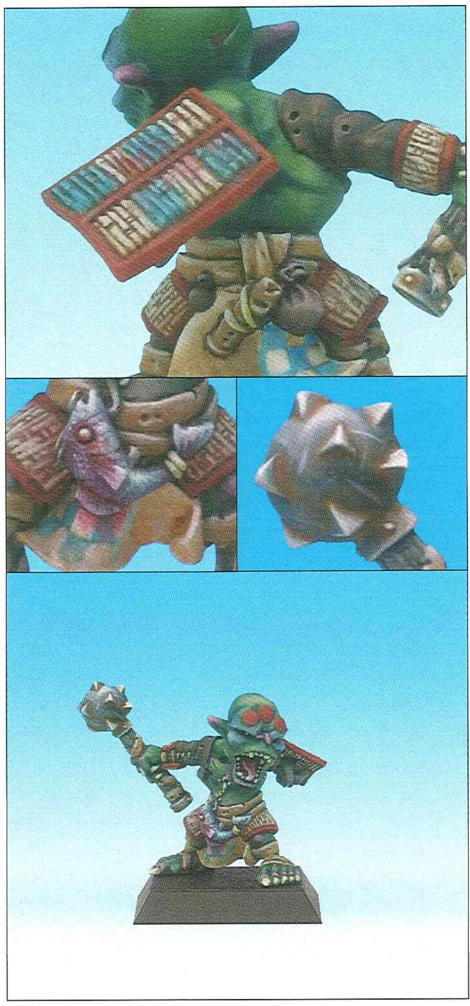


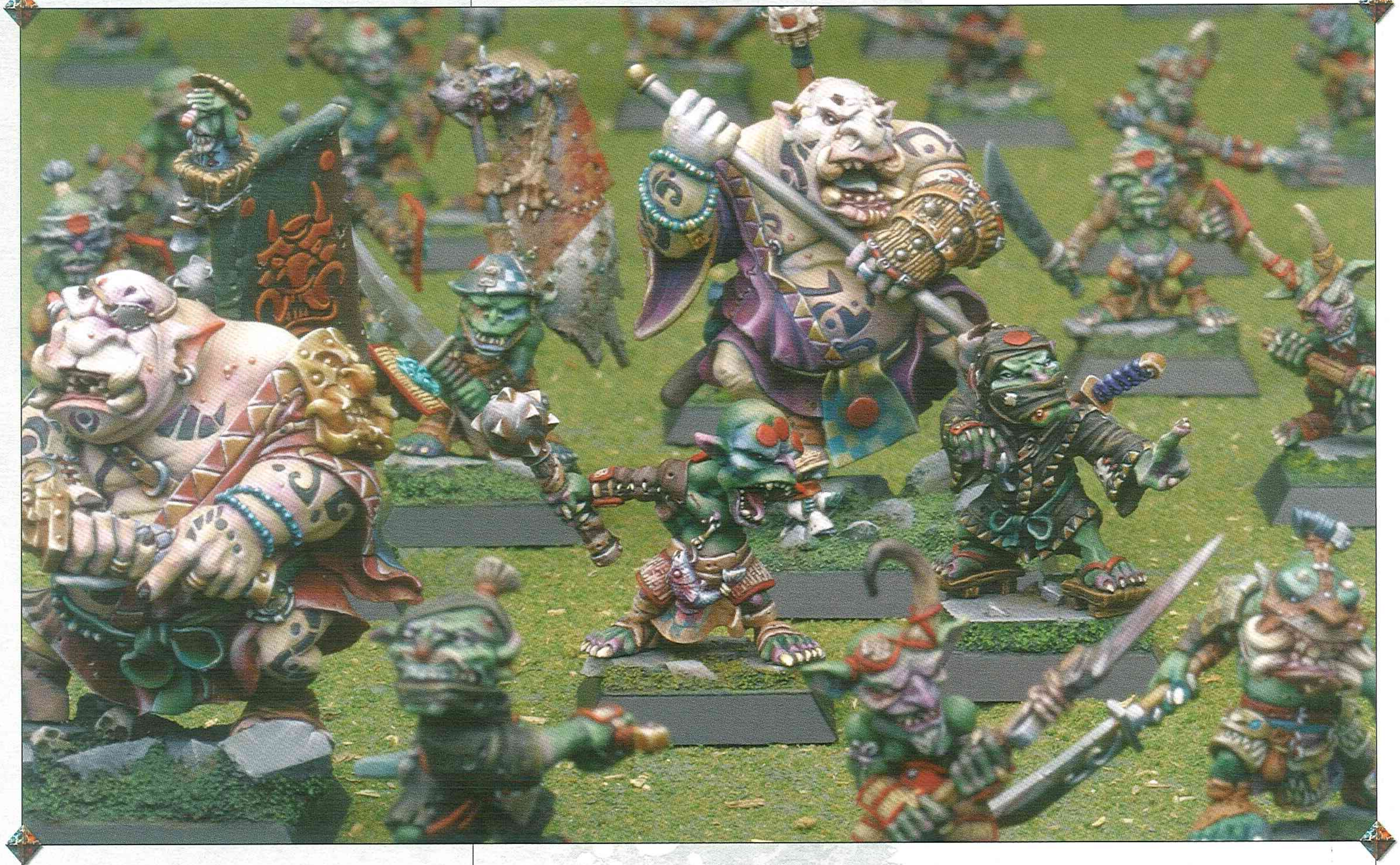
- Cuts and stitches are done on the skin. Draw a very thin black almond shape. Paint the wide part of the almond *Arcavia red*.

Other notches and chinks are painted on the goblin's equipment. Checked patterns are done on the shield as well as on the loincloth.

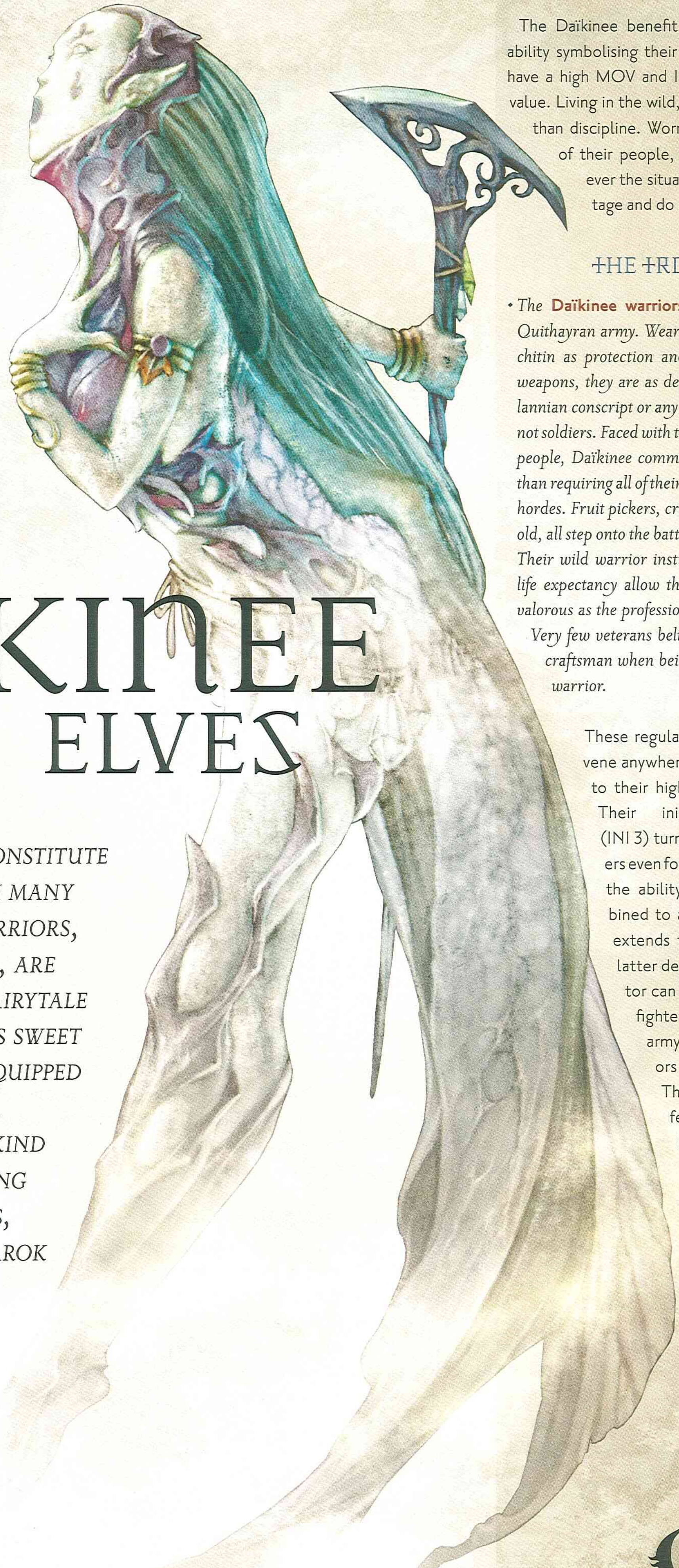


Further painting is not required. It is a rather simple piece and too much detail would eventually harm its look. Thus the ashigarû can join your shelf case without disgracing his ancestors.





THE DAÏKINEE ELVES



THE DAÎKINEE ELVES CONSTITUTE A FASCINATING ARMY IN MANY WAYS. ITS INVISIBLE WARRIORS, CLAD IN CHITIN ARMOR, ARE THE GUARDIANS OF A FAIRYTALE WORLD WHERE LIFE IS AS SWEET AS IT IS DANGEROUS. EQUIPPED WITH EXOTIC WEAPONS, MASTERS OF A UNIQUE KIND OF MAGIC AND MARCHING ALONGSIDE THE FAYREES, THEY JOIN THE RAG'NAROK FOR THE SURVIVAL OF LEGENDARY REALMS.

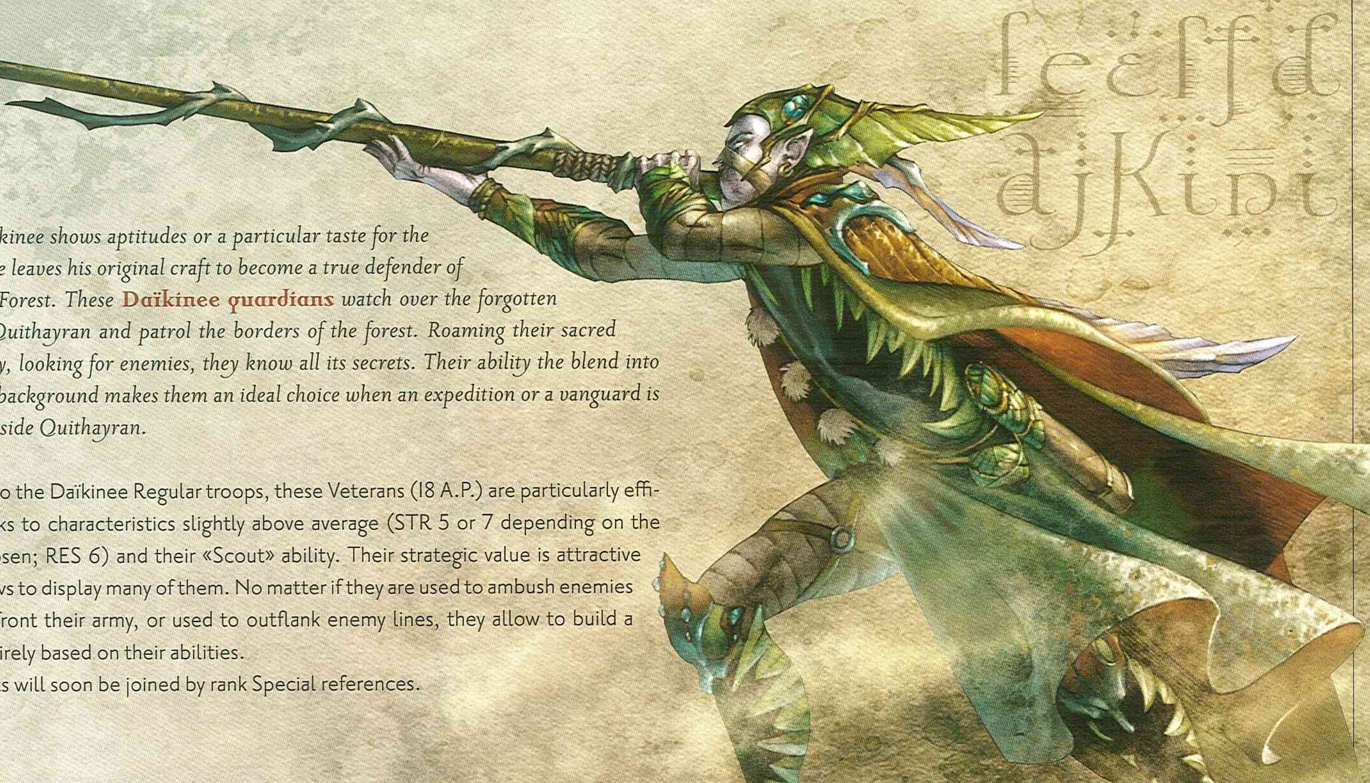
TROOPS REVIEW

The Daïkinee benefit from Regeneration/X, an ability symbolising their incredible life force. They have a high MOV and INI, as well as a good ATT value. Living in the wild, they rely more on instincts than discipline. Worried about the preservation of their people, they tend to retreat when ever the situation turns to their disadvantage and do not have a great COU.

THE TROOPS

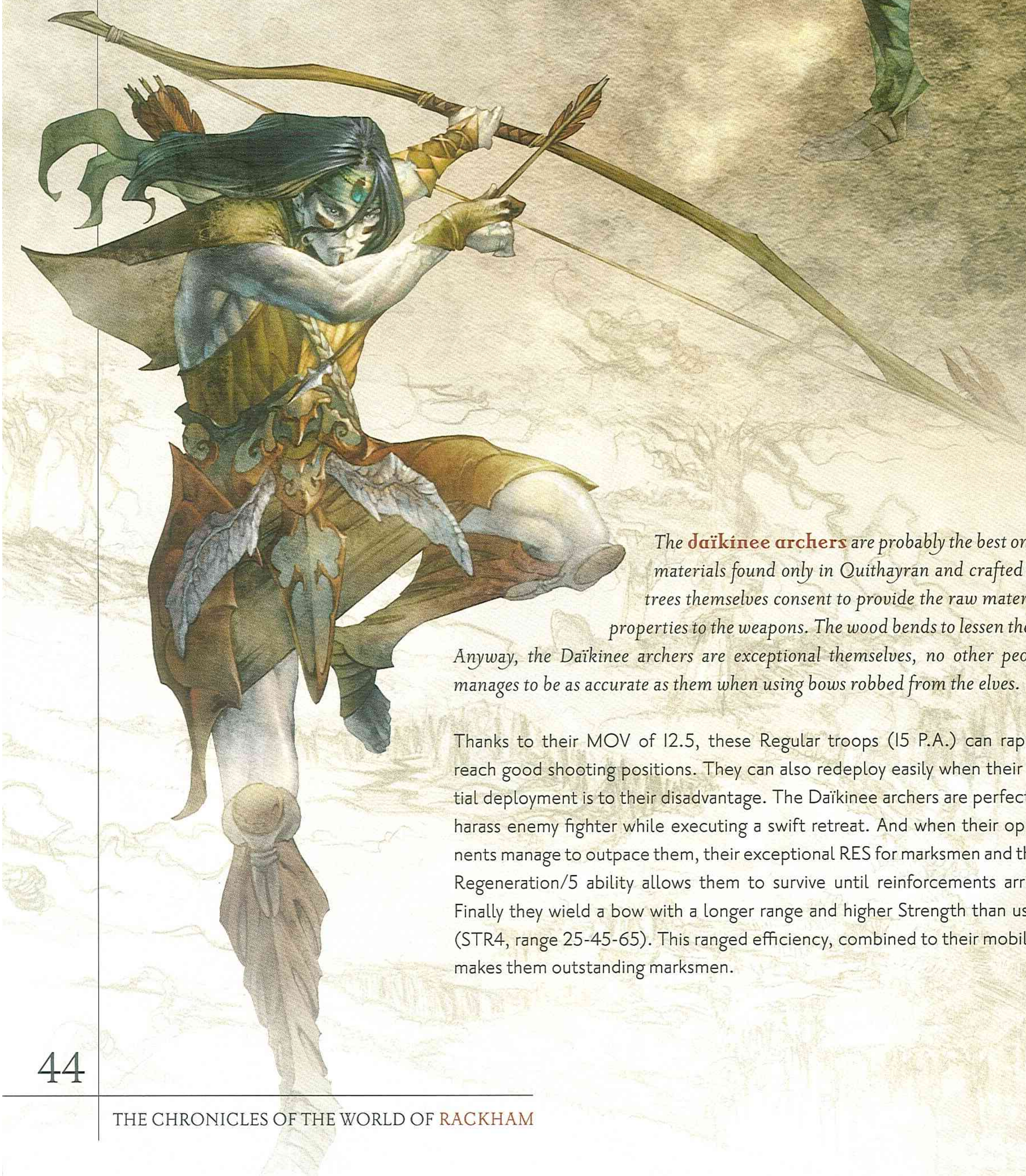
- *The* **Daïkinee warriors** *constitute the core of the Quithayran army. Wearing a light armor made from chitin as protection and equipped with handmade weapons, they are as deadly in combat as any Akkylannian conscript or any guard of Kaïber. Yet they are not soldiers. Faced with the slow thinning away of their people, Daïkinee commanders have no other choice than requiring all of their people to fill the rank of their hordes. Fruit pickers, craftsmen, scholars, young and old, all step onto the battlefield to defend Quithayran. Their wild warrior instincts and their supernatural life expectancy allow them over time to become as valorous as the professional soldiers of other nations. Very few veterans believe they are fighting a mere craftsman when being sliced open by a Daïkinee warrior.*

These regular troops (13A.P) can intervene anywhere on the battlefield thanks to their high Movement (MOV 12.5). Their initiative above average (INI 3) turns them into worrying fighters even for enemy Elite troops. Finally the ability «Regeneration/5», combined to a decent Resilience value, extends their life expectancy. The latter depends on luck, but this factor can be controlled by the other fighters and game effects of this army. Thus the Daïkinee warriors are perfect Regular troops. Their endurance allows a few mistakes without having to suffer the disastrous consequences.



When a Daïkinee shows aptitudes or a particular taste for the art of war, he leaves his original craft to become a true defender of the Eternal Forest. These **Daïkinee guardians** *watch over the forgotten temples of Quithayran and patrol the borders of the forest. Roaming their sacred domain daily, looking for enemies, they know all its secrets. Their ability the blend into any natural background makes them an ideal choice when an expedition or a vanguard is required outside Quithayran.*

Compared to the Daïkinee Regular troops, these Veterans (18 A.P.) are particularly efficient, thanks to characteristics slightly above average (STR 5 or 7 depending on the weapon chosen; RES 6) and their «Scout» ability. Their strategic value is attractive since it allows to display many of them. No matter if they are used to ambush enemies isolated in front their army, or used to outflank enemy lines, they allow to build a strategy entirely based on their abilities.
These scouts will soon be joined by rank Special references.

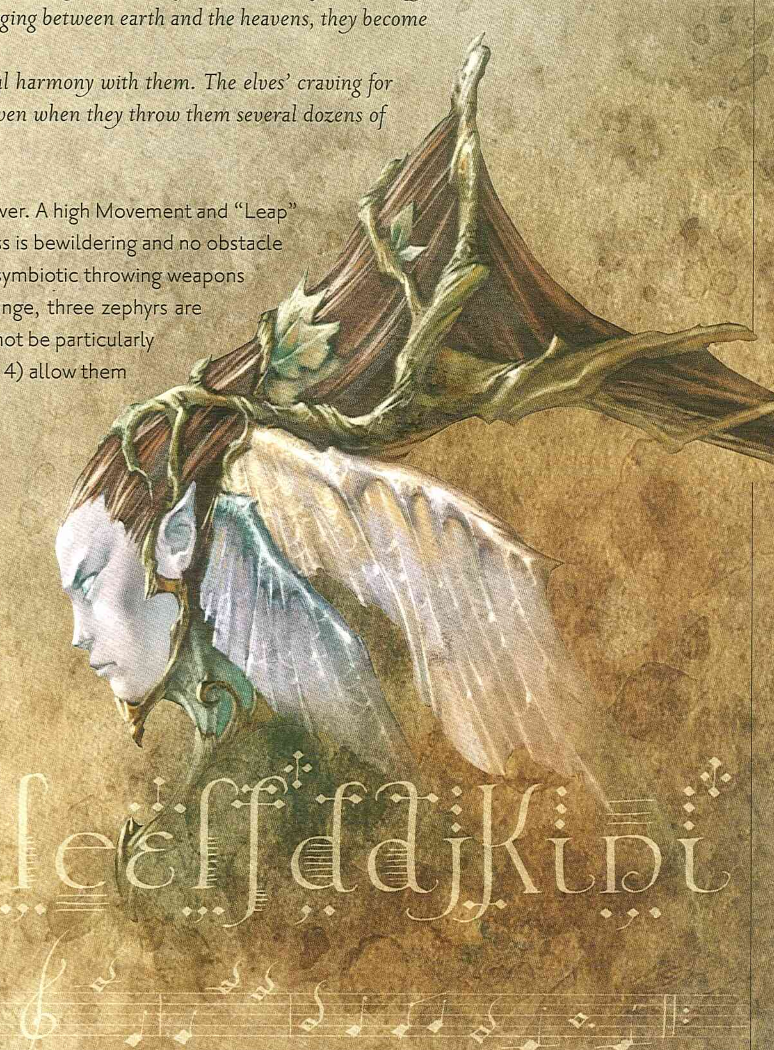


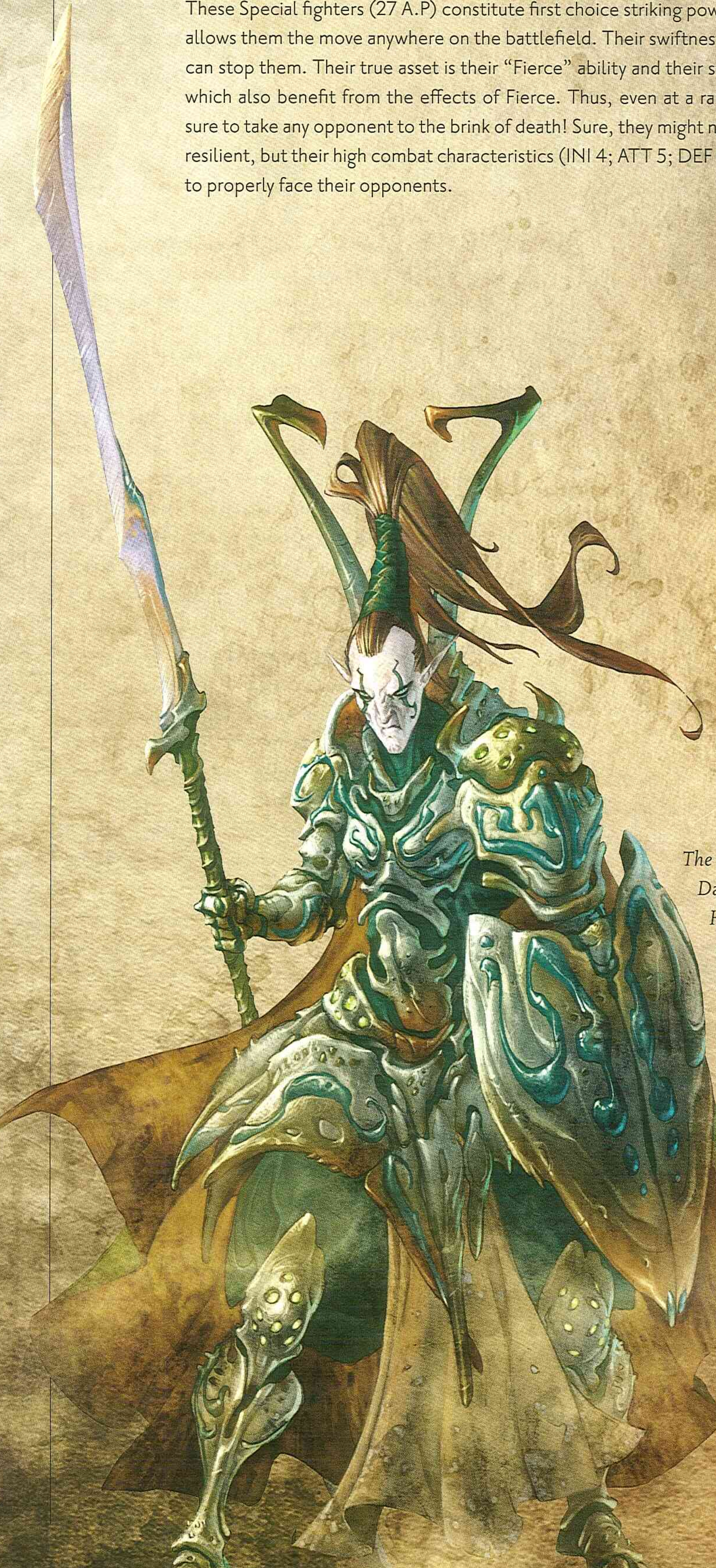
The **daïkinee archers** *are probably the best on Aarklash. Their bows are made from wood and materials found only in Quithayran and crafted following ancient techniques. It is said that the trees themselves consent to provide the raw materials and that this agreement gives supernatural properties to the weapons. The wood bends to lessen the archer's effort and the wind carries the arrows. Anyway, the Daïkinee archers are exceptional themselves, no other people manages to be as accurate as them when using bows robbed from the elves.*

Thanks to their MOV of 12.5, these Regular troops (15 P.A.) can rapidly reach good shooting positions. They can also redeploy easily when their initial deployment is to their disadvantage. The Daïkinee archers are perfect to harass enemy fighter while executing a swift retreat. And when their opponents manage to outpace them, their exceptional RES for marksmen and their Regeneration/5 ability allows them to survive until reinforcements arrive. Finally they wield a bow with a longer range and higher Strength than usual (STR4, range 25-45-65). This ranged efficiency, combined to their mobility, makes them outstanding marksmen.

When the fighters of Aarklash mention the Daïkinee armies, they think about the ***zephyrs****. Dauntless, agile, savage and deadly, these Quithayran warriors are the gold digger's nightmare. They live most of the time in the forest canopy and the vines, high above the ground. After several decades of swinging between earth and the heavens, they become capable of phenomenal leaps.*
The zephyrs make symbiotic weapons and establish a supernatural harmony with them. The elves' craving for victory and their taste for blood is transmitted to these weapons even when they throw them several dozens of meters away.

These Special fighters (27 A.P) constitute first choice striking power. A high Movement and "Leap" allows them the move anywhere on the battlefield. Their swiftness is bewildering and no obstacle can stop them. Their true asset is their "Fierce" ability and their symbiotic throwing weapons which also benefit from the effects of Fierce. Thus, even at a range, three zephyrs are sure to take any opponent to the brink of death! Sure, they might not be particularly resilient, but their high combat characteristics (INI 4; ATT 5; DEF 4) allow them to properly face their opponents.



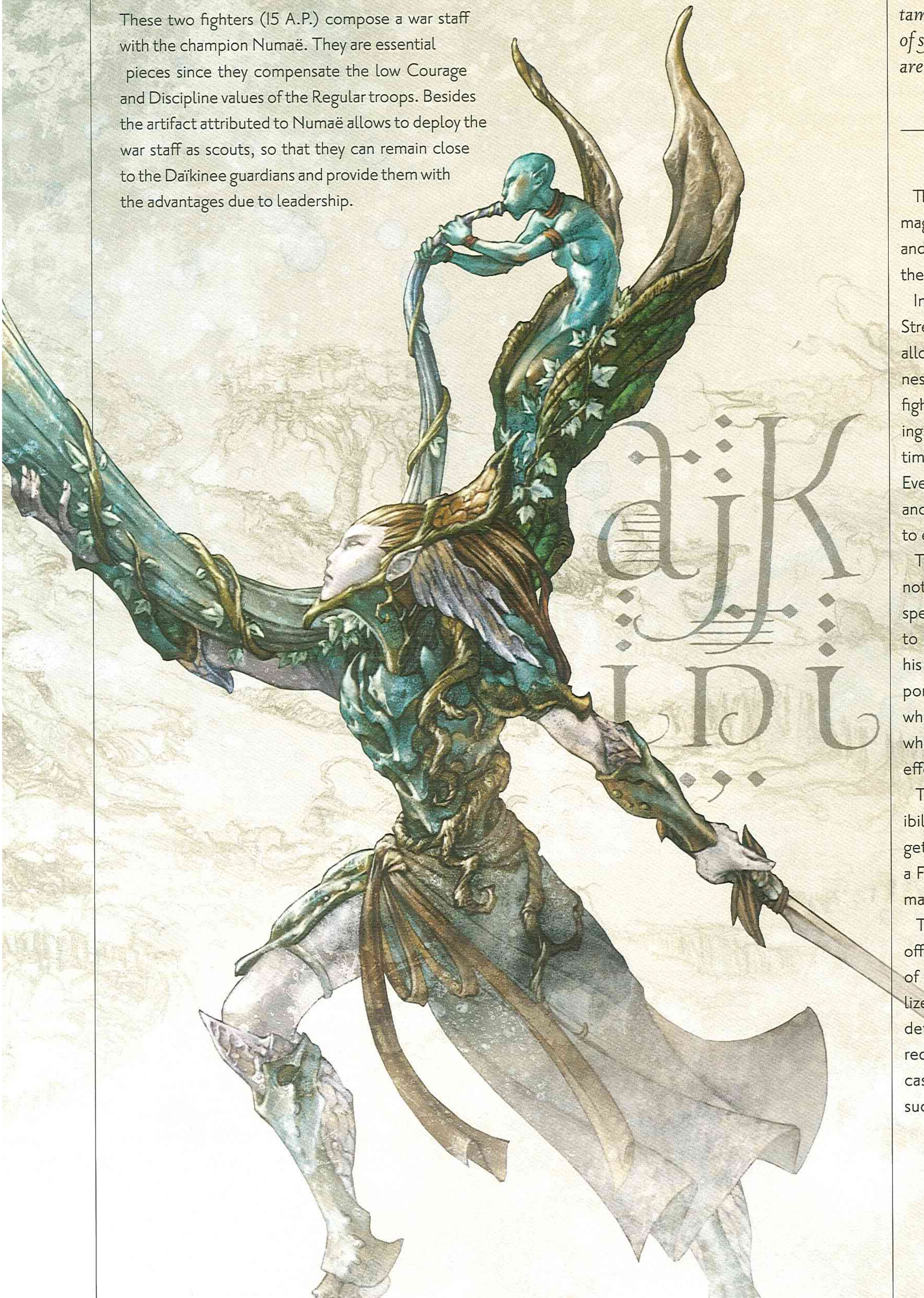


The ***scarab warriors*** *are merciless and particularly dangerous fighters. For many Daïkinee, they are the only ones worthy enough to be called «soldiers» or «warriors». Having practised the art of war for decades, but remaining green thanks to the vitality of the forest, they are able to fight any mortal. Their experience allows them to always spot the weakness of their enemy and keeps the Daïkinee from committing any kind of mistake. But they are very few in numbers.*
During an initiation ritual, the fayrees give the elves a symbiotic armor which will protect them and prevent the Daïkinee from losing these irreplaceable warriors.

These Elite warriors (30 A.P.) have only one purpose: the kill. To do so they benefit from the ability "Master strike/2" which allows them to deal (STR 13) Wound roles worthy of the most powerful Wolfen. They do not fear ⚀ on their roll since they have "Fine blade". Besides with their (RES 8) they are almost sure of never being Killed outright, and Regeneration/5 heals any other Wound. Supported by mystic fighters who allow them to choose their prey (using Emerald veil) or to speed up their healing process (using Calming flow), scarab warriors terrify their enemies.

The ***musicians*** *and the* ***standard bearers*** *play a crucial role in the Daïkinee hordes. When the forest comes under threat and that all men must cease their daily work to take up their arms, it is the musicians and standards bearer who travel through the forest to deliver the call. Even in times of peace, they are the ones who make sure that any elf, old enough to fight, has at home all the equipment necessary to defend the forest ready at anytime. In the largest communities, they hold a register of numbers and assignments. This close bound established in times of peace reinforces their capacity to inspire thrust in times of war.*

These two fighters (15 A.P.) compose a war staff with the champion Numaë. They are essential pieces since they compensate the low Courage and Discipline values of the Regular troops. Besides the artifact attributed to Numaë allows to deploy the war staff as scouts, so that they can remain close to the Daïkinee guardians and provide them with the advantages due to leadership.



THE MYSTIC WARRIORS

It sometimes happens that the Daïkinee, despaired by Scaëlin's curse, give in to lust in the arms of the fayrees. Their union gives birth to fascinating children whose flesh and soul are soaked with the power of the fayrees. Considered with caution by the elves, these hybrids often join their kin in isolated sanctuaries. After having tamed there magical energ y and learned the path of symbiosis, they become ***dream warriors*** *and are sent back to their people.*

◆

The dream warriors (32 A.P.) are powerful warrior mages (POW 3). They show a very balanced profile and provide a magical as well as a martial support to the troops along which they fight.

In Hand to hand combat, they resort to a high Strength (STR 7) for Daïkinee and a Defence (DEF 5) allowing to regularly use a Counter attack. Their swiftness (MOV 12.5; INI 4) allows them to intercept and fight Elite as equals. They are also capable of hindering Characters worth less than 100 A.P for quite a long time. Dream warriors are elves nonetheless (RES 6). Even if Regeneration/5 increases their life expectancy on the battlefield, you need to be careful not to expose them.

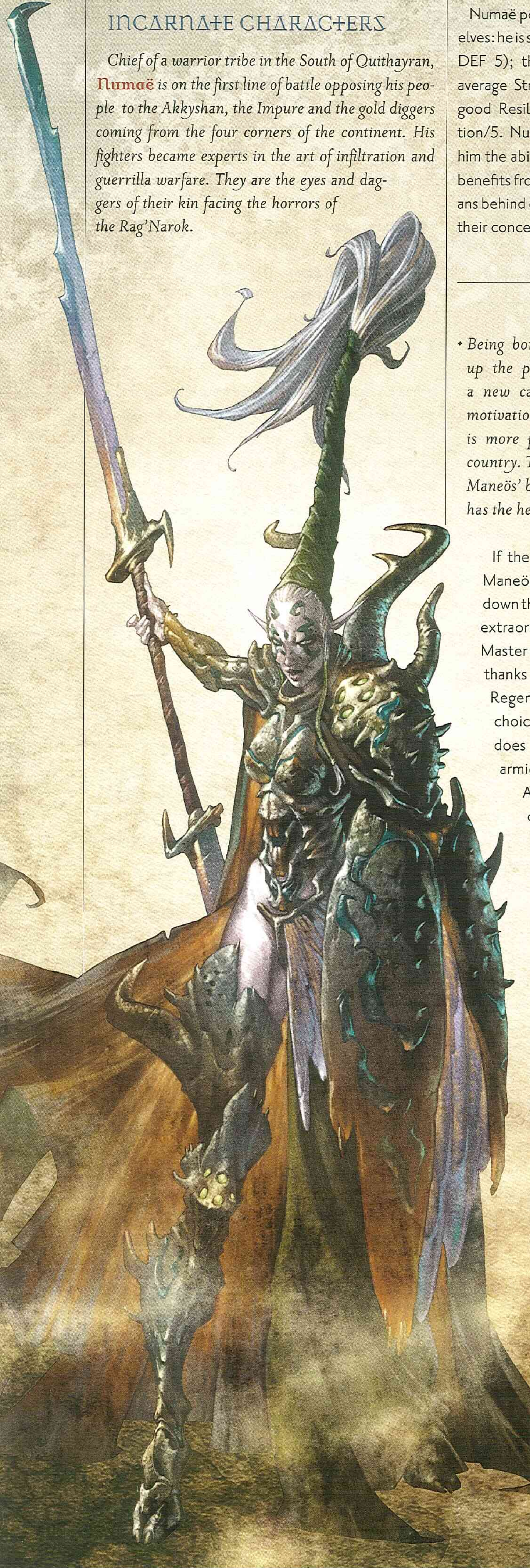
The most interesting capacities of dream warriors do not concern attack directly but tactics. Thanks to their special ability, they can spend 1 ● once per round to allow a friendly Daïkinee within 10 cm to re-roll his dice for a test. Dream warriors are a perfect support by preventing a ⚀ to change the direction of a whole game. This ability shows its whole potential when summoning an elemental or any other mystic effect requiring to roll many dice.

The spell "Emerald veil" (10 A.P.) simulates invisibility by preventing its beneficiary from being targeted by an assault or ranged effects. For 2 ● and a Frequency of 2, it provides the best protection to marksmen or mystics who work at range.

The spell "Phantasmagorical fear" (12 A.P.) is offence orientated: it draws its power from the fears of the enemy to weaken him. The victim is immobilized (MOV 0) and must place more combat dice in defence than in attack until the end of the round. It requires ●, and only has a frequency of 1: better cast it on the most dangerous of the enemy pieces such as his creatures and elite pieces.

INCARNATE CHARACTERS

Chief of a warrior tribe in the South of Quithayran, **Numaë** *is on the first line of battle opposing his people to the Akkyshan, the Impure and the gold diggers coming from the four corners of the continent. His fighters became experts in the art of infiltration and guerrilla warfare. They are the eyes and daggers of their kin facing the horrors of the Rag'Narok.*



Numaë possesses the same advantages as the other elves: he is swift and masters the art of combat (ATT 5 ; DEF 5); the vigorous champion compensates his average Strength (STR 6) by Master strikes and a good Resilience (RES 7) combined to Regeneration/5. Numaë is presented with an artifact giving him the ability "Scout". The staff following him also benefits from it, they can follow the Daïkinee guardians behind enemy lines to set deadly ambushes or use their concealment to avoid enemy range attacks.

* * *

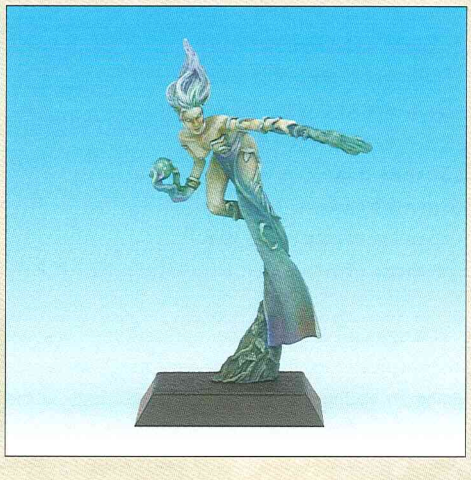
- *Being born of high birth,* **Maneös** *has given up the plotting of the fayry court to embrace a new carrier of arms. Questioned about her motivations, she answers that in her eyes nothing is more precious than her beautiful and noble country. The true reason is elsewhere: War runs in Maneös' blood; her call might be noble but she also has the heart of a beast.*

If the enemy fears the scarab warriors, then Maneös, their champion, will send shivers right down their spine. This Character is able to inflict extraordinary Master strikes (ATT/STR 6/7; Master strike/2) and to resist the enemy assaults thanks to a savory mixture (RES 10; Steadfast; Regeneration/5). Therefore she is the perfect choice to face heavily protected enemies and does not fear the swarms of runts of certain armies.

As she is not a leader, Maneös is a trump card and must be played at the right time. Even though she provides great striking power to the army, her real power is revealed when she is played alongside other miniatures. The shell of Anura gives her an extra regeneration role per round and allows her to repair the surrounding nexus. Goan, her sword, gives her War fury, and a friendly Daïkinee magician can spend 2 ● to turn this ability into Born killer!

The Daïkinee sentries keep the magical balance of Quithayran safe. Their supernatural abilities allow them to communicate with fayrees, even with the most timorous ones, and to understand the secret murmurs of nature. They know that the forest, though still lively, is barely a pale reflexion of what it once was. The Daïkinee people must take part in the Rag'narok or see its sanctuary die away.

Once known for her kindness, **Shaenre** *has become a radical leader among the sentries. Like her peers she suffers to see the forest exploited and ill treated by the people beyond the great river. Yet she believes that time for tolerance has come to an end. Men only learn through humiliation and pain.*



Shaenre (33 A.P.) is a Daïkinee magician (POW 4; Initiate of Water/Fayry). Although she is not an excellent warrior (ATT/STR 2/4; DEF/RES 4/4), her strategic value allows to integrate her to any kind of composition and give her many guardians. The artifact "fayry lemure" (10 A.P.), accessible to all Daïkinee magician Characters, give her Conciousness and allows her to cast her spells beyond obstacles, even in the heart of the fray.

Shaenre depends on her own magic to help her in combat. Claw of Shaenre, her reserved spell, inflicts a Wound (FOR 6) Toxic/2 to her victim. Besides it also gives her +2 in ATT and in STR until the end of the round. These bonuses temporarily make her as dangerous as a Regular champion, but for a higher value. Such a strategy in only valid in support, to weaken or the make the opponent hesitate; but will rarely be worth it in a brutal assault.

The Quythayran forest shelters many nexus, locations invested with extraordinary powers (see *Cry havoc 01*). The Daïkinee magicians have learned to use the power of the nexus to their advantage, as found in the spell «Wall of thorns».

For 3 ●, with a difficulty of 8, the magician can turn the zone within a 15 cm radius around the nexus into encumbered ground for the enemy. The wall also increases the difficulty of enemy shots passing through it by a point.

ARMY AND TACTICAL SCHEMES

This section presents two Scarab army formations worth 400 A.P., advice to play them efficiently, as well as suggestions to counter them.

THE SACRED GUARDIANS (8 CARDS, 400 A.P.)

Numaë – 47 A.P.
- Major potion of resilience (see. *Confrontation 3*, p. 150) – 5 P.A.

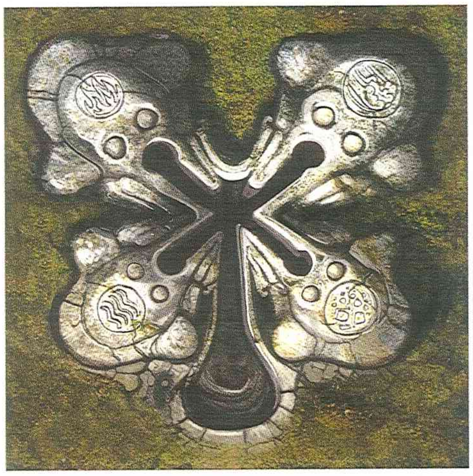
Shaenre, Daïkinee sentry – 33 A.P.
- Spell "Wall of thorns" – 10 A.P.
- Spell "Calming flow" – 16 A.P.

4 Daïkinee guardians – 72 A.P.
3 Daïkinee archers – 45 A.P.
2 Daïkinee zephyr – 54 A.P.
2 Scarab warriors – 60 A.P.
1 Dream warrior – 32 A.P.
- Spell «Emerald veil» – 10 A.P.

Elemental fountain (see. *Dogs of War*, p. 118) – 16 A.P.

This army list is meant the represent the Daïkinee theme (protecting the Quithayran forest), while providing an optimized formation. The strategy of the sacred guardians relies on the elemental fountain (see. *Dogs of War*, p. 118) and two mystic fighters: Shaenre and the dream warrior. The nexus provides to these two warriors an almost limitless reserve of mana. Shaenre maintains "Wall of thorns" and turns a wide part of the ground into a sanctuary for the Daïkinee. Drawing power from the elemental fountain, she can, at the same time, and probably at each round, use Calming flow (see. *Confrontation 3*, p. 94). You should not hesitate to increase the mastery by spending gems, thus securing true immortality for the Daïkinee.

Inside the Wall of thorns, the Daïkinee archers weaken enemy fighters one by one, picking out unhurt targets, in order not to suffer from the substitution logic on the wound table. The other fighters protect the archers and rush out of the sacred perimeter to take down the Critically wounded enemies.



The Dream warrior acts as support. If the game turns to the Daïkinee's advantage, she just needs to use her special ability to secure master strikes and the Initiative tests of the scarab warriors. If one of them must absolutely engage a particular enemy, the dream warrior casts "Emerald veil" on her ally so that he can choose his opponent.

* * *

This strategy might seem static, but it is efficient if the nexus is correctly placed at the beginning of the game. Even in a scenario with objectives, the nexus remains interesting if it is deployed near the strategic points. If this takes it too far from the Daïkinee deployment zone, place the Daïkinee guardians (Scouts) close to the elemental fountain (see *Dogs of War*, p. 118). These tough warriors are well able to protect the nexus until the rest of the troops arrive and set up the sacred guardians tactics.

BURN IT ALL!

The Wall of thorns can be pretty tricky. Especially when forgetting that it also hinders pursuit movement. Yet, with a little cold blood, it can be taken apart without too much effort. In fact the sacred guardians' strateg y relies on the elemental fountain. Without it, it is highly improbable that the Daïkinee mystics will be able to regularly cast their spells. You should not be scared by the illusory resilience of the elemental fountain. It is imperative to employ all means possible to destroy it as early as possible. Even If this task does not work, it will urge the Scarab player to take his fighters closer to those trying to destroy the nexus. In the perimeter of the "Wall of thorns" every centimeter taken towards you by the opponent is a godsend gift.

If the nexus resists to the assaults, try to eliminate Shaenre a soon as possible. Despite the penalty due to the wall, it remains easier to do so at a range rather than in contact. Anyway this magician is not very resilient. If it bleeds, it's mortal!

THE EMERALD FANGS (7 CARDS, 393 A.P.)

Maneös, warrior beetle – 80 A.P.
- The Shell of Anura – 10 A.P.
- Goan – 15 A.P.

1 Dream warrior – 32 A.P.
- Emerald veil – 10 P.A.

2 Scarab warriors – 60 A.P.
6 Daïkinee warriors – 78 A.P.
1 Wolfen sentinel – 44 A.P.
2 Wolfen great fang – 64 A.P.

The Emerald fangs constitute a strikingly numerous and strong Scarab list. The structure is simple: led by Maneös, the Daïkinee head straight for the fray as soon as possible, under the covering fire of the Wolfen sentinel. The great fangs are used as interceptors by taking on the most cumbersome enemies.

The dream warrior is the key piece of the army. With his Frequency of 2, Emerald veil allows to protect the pieces exposed to enemy fire, such as the Wolfen sentinel, the great fangs or Maneös. Once engaged in the fray, the player will take care of getting this piece closer to the fight for the other Daïkinee fighters to benefit from her special ability.

In the fray, it is recommended not to spread the troops in too many combats. Similar to Wolfen tactics, the player will rather choose to outflank the opponent when charging, to destroy a part of the enemy army and to use the pursuit movement to its full potential. Maneös, the warrior beetle and the great fangs must work together to eliminate their opponents as quickly as possible.

BEYOND FEAR!

The Emerald fangs are many and benefit from a high Strength, but they lack a leader. This void leads to two important weaknesses.

On the one hand, they have a very low DIS. The Scarab player will have problems winning the Tactical roll and will not have the Initiative of the order of combat resolution. A careful opponent will be able to manage his reserves wisely and choose the first combat to his advantage.

On the other hand, the Emerald fangs are vulnerable to fear. They are quickly disorganised if they face frightful opponents; and they suffer from it even more if their opponent is swifter than them, like the devourers for instance.

Character creation is a key moment in role playing games. If it is often thrilling, it is also sometimes tricky, notably because misjudgments might hinder the career of the character. To avoid a mishap, here is a walkthrough of the creation of the favorite character of the editorial assistant on Cadwallon.

MY FIRST CHARACTER

I've finished reading the character creation rules (See Players Handbook, *pp.132-163). I also quickly went through the other rule chapters in order to enlighten my choices as much as possible. I let my imagination wander a little and I try to imagine an ideal alter ego to discover the Free city.*

I'll create a thief or at least some sort of stealthy, mobile and dauntless character. I have a look at the miniatures I have at my disposal, looking for something representative of these qualities. I selected three candidates: A purifier of the lodge of Hod, a falconer of Alahan and a selsÿm kestrel. These three miniatures have a similar feel. It's enough for me to give a name to my character: "Noir" will be the moniker of this adventurer hiding in the shadows of Cadwallon.

At this point I don't know enough to take a decision. As I am equally attracted by the technical as by the story telling aspect of role playing games, I prefer to keep some freedom to take decisions according to to character creation mechanisms.

ORIGINS

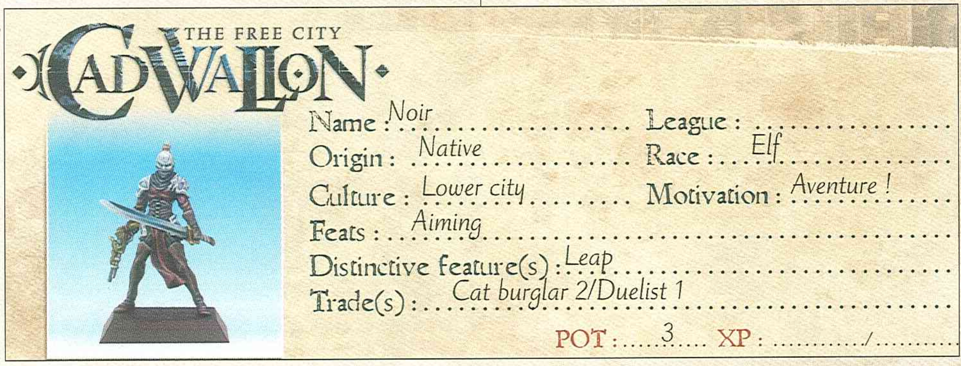
First of all I must define if my character is born in Cadwallon or from some foreign land. Since I find the independence and pride of Cadwallon quite attractive, I chose to be a **native**. Besides, a quick glance at the character creation rules confirms that I will be satisfied from a technical point of view. I write down "Native" on the Origin line of my character sheet.

For the race of my character, considering my choice of miniature, it must be a human or an elf. To make up my mind between the two, I have a look at the races characteristics table. My choice is obvious, with a higher style bonus and higher movement value, Noir will be an elf. It perfectly corresponds to my conception of an adventurer leaping from roof to roof, with a rose in his mouth.

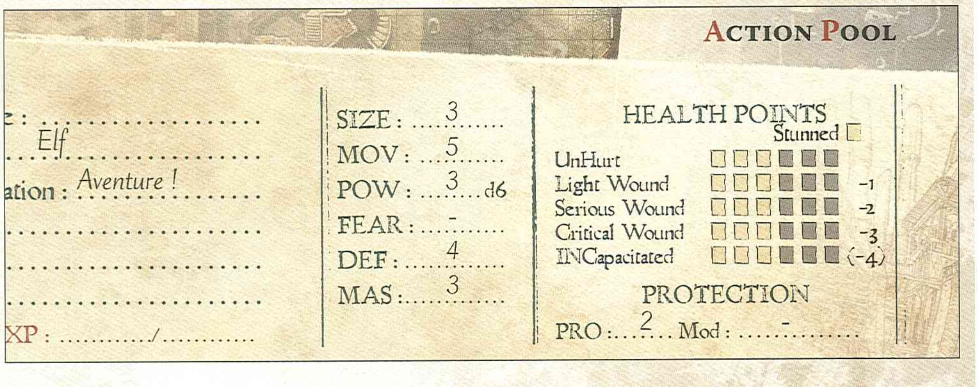
Thus I chose to play an **elf** (See *Players Handbook*, p.13). My miniature will be the selsÿm kestrel. I write down on my character's sheet the information linked to my choice:

- Size: 3 ;
- Health points: I tick the three squares most to the right on each line, to leave only three health points per health state.
- Movement: 5 ;
- Power: 3 ;
- FEAR: 0 ;
- PUGnacity: 2 ;
- SLEight: 2 ;
- STYle: 4 ;
- OPPortunism: 2 ;
- SUBtlety: 2 ;
- DIScipline: 2 ;
- Melee weapons: fists.

My miniature being a Cynwäll, I choose the distinctive feature of the Dragon culture: Concentration/X. But I only write it down lightly with a pencil since I know that later stages of the character creation will enable me to change my decision.


THE FREE CITY
CADWALLON

Name : Noir
League :
Origin : Native
Race : Elf
Culture : Lower city
Motivation : Aventure !
Feats : Aiming
Distinctive feature(s) : Leap
Trade(s) : Cat burglar 2/Duelist 1
POT : 3 XP : /


ACTION POOL

Elf
Motivation : Aventure !
XP : /

SIZE : 3
MOV : 5
POW : 3 d6
FEAR : -
DEF : 4
MAS : 3

HEALTH POINTS
Stunned ☐
UnHurt ☐☐☐■■■
Light Wound ☐☐☐■■■ -1
Serious Wound ☐☐☐■■■ -2
Critical Wound ☐☐☐■■■ -3
INCapacitated ☐☐☐■■■ (-4)

PROTECTION
PRO : 2 Mod : -

CULTURES

The time has come to determine where Noir grew up. As I decided earlier that my character would be native of Cadwallon, I have the choice between two cultures: the upper city and lower city. Both would seem to suit my character's concept. I decide to look deeper into the advantages given by both cultures from the point of view of the game mechanisms

- "Upper city" culture favors STYle and SUBtlity. Both these attitudes govern the social and fighting abilities of a cunning and agile sword player. This could be interesting.

- "Lower city" culture allows to increase SLEight and OPPortunism. Quickly I understand that these attitudes favor "Shoot" and "Dodge". Now these seem indispensable for my thief to be also a good shooter.

I write down "Lower city" (See *Players Handbook*, p.140) on my character sheet on the "Culture" line, as well as the bonuses linked to this choice:

- SLEight: The value of this attitude rises to 3 ;
- OPPortunism: the value of this attitude rises to 3 ;
- DEF: 4 ;
- MAS: 3 ;
- Bash/PUG: 2 ;
- Look out/DIS: 2 ;
- Crook/OPP: 2 ;
- Fiefdom (player's choice): I chose the Fiefdom of the Automaton, since it is the one most related to elves. Thus I write down that my character has this knowledge at rank 2.
- Culture (lower city): 2 ;
- Language (Cadwë): 2 ;
- Region (Cadwallon): 2.

This culture also allows a lower city contact. As I know that at a later stage I will get to choose another one, I note this option of the sheet, but I'll take care of it later.

Finally "Lower city" culture allows me to turn the distinctive feature "Concentration/X" into any some other feat. This in one of the reasons - and certainly not the least! - which urged me to interpret a Cadwë. A freely chosen feat will give Noir an edge on his opponents! Once again I know that a latter stage will allow me to choose yet another distinctive feature. Since distinctive features and feats are chosen from the same list, I'll choose them later on.

TRADES AND ABILITIES

This stage calls for more reflexion.

Noir's trades choice will determine not only his abilities, but also his Potential (POT), an essential value since it determines the number of actions a character can undertake in a round. If the preceding stages have determined Noir's general dispositions, they will now become more precise.

Since I'm an over enthusiastic and slightly wild player, I would rather see Noir with a POT of 3. Which means I can choose:

- A single trade at rank 3,
- Or two trades, respectively at rank 1 and 2.

PUGNACITY		SLEIGHT		STYLE	
Bash	■■☐☐☐	Activate/Open/Close	1d6	Disguise	☐☐☐☐☐
Charge	☐☐☐☐☐	Aim	☐☐☐☐☐	Dominate	☐☐☐☐☐
Drive	☐☐☐☐☐	Climb	■■☐☐☐	Examine :	☐☐☐☐☐
Endure	☐☐☐☐☐	Design :	☐☐☐☐☐	Fanatisize	☐☐☐☐☐
Exult	☐☐☐☐☐	Design :	☐☐☐☐☐	Fend off/Parry	■■☐☐☐
Force	☐☐☐☐☐	Enchant	☐☐☐☐☐	Get up	1d6
Impress	1d6	Evoke	☐☐☐☐☐	Incante :	☐☐☐☐☐
Incante :	☐☐☐☐☐	Feign	☐☐☐☐☐	Lunge	☐☐☐☐☐
Intimidate	■☐☐☐☐	Incante :	☐☐☐☐☐	Preach	☐☐☐☐☐
Revoke	☐☐☐☐☐	Mediate	☐☐☐☐☐	Ride	☐☐☐☐☐
Slash	■☐☐☐☐	Operate :	☐☐☐☐☐	Seduce	☐☐☐☐☐
Smash	☐☐☐☐☐	Operate	☐☐☐☐☐	Shift position	1d6
Snap out of it	1d6	Pierce	☐☐☐☐☐	Strike back	☐☐☐☐☐
Subdue	☐☐☐☐☐	Sail	☐☐☐☐☐	Stunt	■■■☐☐
Swim	☐☐☐☐☐	Shoot	■☐☐☐☐	Summon	☐☐☐☐☐
....	☐☐☐☐☐	Slither	■☐☐☐☐	....	☐☐☐☐☐
....	☐☐☐☐☐	Take out a weapon/a gem	1d6	....	☐☐☐☐☐
....	☐☐☐☐☐	Tinker	■☐☐☐☐	....	☐☐☐☐☐
....	☐☐☐☐☐	....	☐☐☐☐☐	....	☐☐☐☐☐

OPPORTUNISM		SUBTLETY		DISCIPLINE	
Abjure	☐☐☐☐☐	Argue	☐☐☐☐☐	Analyse	☐☐☐☐☐
Channel	☐☐☐☐☐	Barter	☐☐☐☐☐	Command	☐☐☐☐☐
Conceal	■☐☐☐☐	Consacrate	☐☐☐☐☐	Confound	☐☐☐☐☐
Crook	■■☐☐☐	Cypher	☐☐☐☐☐	Coordinate	☐☐☐☐☐
Distract	☐☐☐☐☐	Disarm	☐☐☐☐☐	Defend	☐☐☐☐☐
Dodge	■☐☐☐☐	Feel	☐☐☐☐☐	Heal	☐☐☐☐☐
Fool	☐☐☐☐☐	Foretell:	☐☐☐☐☐	Improve	☐☐☐☐☐
Hide	■■☐☐☐	Identify	■☐☐☐☐	Incante :	☐☐☐☐☐
Hunt	☐☐☐☐☐	Incante :	☐☐☐☐☐	Look out	■■☐☐☐
Incante :	☐☐☐☐☐	Poison	☐☐☐☐☐	Pray	☐☐☐☐☐
Peek an eye	1d6	Repare/Fix	☐☐☐☐☐	Reload a bow	1d6
Put to death	1d6	Sermonize	☐☐☐☐☐	Reload a crossbow	2d6
Recharge	☐☐☐☐☐	Speak	0d6	Reload a firearm	3d6
Sabotage	☐☐☐☐☐	Study :	☐☐☐☐☐	Search	■☐☐☐☐
Steal	☐☐☐☐☐	Study :	☐☐☐☐☐	....	☐☐☐☐☐
Survive	☐☐☐☐☐	Sublimate	☐☐☐☐☐	....	☐☐☐☐☐
Wrestle	☐☐☐☐☐	Taunt	■☐☐☐☐	....	☐☐☐☐☐
....	☐☐☐☐☐	....	☐☐☐☐☐	....	☐☐☐☐☐
....	☐☐☐☐☐	....	☐☐☐☐☐	....	☐☐☐☐☐

I wish Noir to be athletic, stealthy and still be able to put up a fight. This seems to require at least two trades, so I chose this combination. I rather want to put forward the stealthy and mobile aspect of the character, so the rank 2 trade will be an exploration trade and the rank 1 trade will be linked to confrontation.

After a quick look at the exploration trades, I understand that if I wish to stick to my character concept, the trade as to provide abilities such as Climb, Stunt and Hide: **Cat burglar** (See *Players Handbook*, p.142) is the ideal trade since these three abilities are available from rank 1. I note down this trade rank 2 on my character sheet with the corresponding technical information.

- Climb/SLE: 2 ;
- Hide/OPP: 2 ;
- Stunt/STY: 2 ;
- Faction (Thieves): 2 ;
- Slither/SLE: 1 ;
- Search/DIS: 1 ;
- Tinker/SLE: 1 ;
- Equipment: Purse ; Rope ; Phial (oil) ; Climbing hook ; Climbing harness ; Lantern ; Lock picking tools ; Rucksack ; Worn clothes ; 30 ducats.

I have a look at the confrontation trades. Noir must me able to use a pistol (He doesn't own it yet but it will come!) and be able to avoid blows. Therefore I am looking for the abilities "Shoot" and "Dodge" and "Parry". "Shooter" seems to correspond to Noir's profile but lacks defensive abilities. Whereas the "Duelist" trade fulfills my imperatives and adds a flamboyant twist which I find very striking. Therefore I chose **Duelist** (See *Players Handbook*, p. 144) and I write down the corresponding technical information.

- Parry/STY: 1 ;
- Taunt/SUB: 1 ;
- Shoot/ADR: 1 ;
- Fiefdom (Drakäer): 1 ;
- Equipment: Fine quality pistol (20 munitions) ; Attires ; Purse (the second one) ; 35 ducats (for a total amount of 65).

Once this stage over, I calculate Noir's POT: One trade at rank 2 and one trade at rank 1 give him a POT = 2+1=3. I write down this information above the abilities.

FROM ONE GAME TO THE NEXT

Distinctive features are pairs of advantages and disadvantages giving depth to characters. When they are the consequence of a natural and cultural heritage, their restrictive aspect is not taken into account. It is then considered a feat. Therefore a feat is a distinctive feature without its obligation.

Distinctive features, and therefore feats, are abilities from *confrontation* and *rag'narok*.

DISTINCTIVE FEATURES

Distinctive features and feats are as important as trades. Besides the fact that they give important tactical advantages, they influence the character's style and personality. Regarding Noir: mobility, stealth and boldness.

Until now I had postponed the choice of Noir's cultural feat. I must then do it when I choose the distinctive feature given to all characters. I did so because Noir is a Cadwë, therefore I can freely choice his feat and distinctive feature to obtain an interesting combination.

After a quick glance at the distinctive feature list, I pick out a first list only considering the names:

- Ambidextrous: to wield a weapon in each hand ;
- Assassin: to be able to use stealthy movement in combat ;
- Leap: to facilitate the use of Stunt ;
- Bravery: for style ;
- Luck: because I'll be needing it ;
- Scout: to assume my role as a thief ;
- Tightrope walker: to run across the city roofs ;
- Harassment: to run and shoot more easily ;
- Cat's paw: to play hide and seek with the militia ;
- Aiming: to make sure my target will not get back up.

Noir is a fighter and a thief. I decided to choose a feat related to exploration and movement, and a distinctive feature linked to combat. For the first, I took **Leap** (See *Players Handbook*, p. 157) because I want to see Noir swing from the chandeliers in the embassies of Cadwallon. For the distinctive feature, I took **Aiming** (See *Players Handbook*, p.154): I know that firearms on Aarklash are difficult to reload, so a want to be sure my enemy will be eliminated after the first shot. I copy the feat and the distinctive feature on my character sheet. It's then that I become aware of obligation linked to Aiming: Noir will not be able to use this distinctive feature and move in the same round. This is contrary to the idea I had of it. Out of curiosity, even if Noir is not subjected to it, I look up the obligation of Leap. The obligation seems to be a lot less bothersome considering the style I intend to play. Thus I invert them; Aiming becomes Noir's feat and Leap, his distinctive feature.

EQUIPMENT

Noir has sixty five ducats to complete the equipment provided with his trades. A quick study allows to see that he already owns the indispensable equipment to practice these trades. I only need to buy what is required for my own projects.

Out of experience I know that armor is always highly recommended. But I don't want it the hinder Noir's movements. I went for a leather armor, giving two Protection points without any penalty.

Besides, Noir will need a melee weapon to able to use Parry. As a matter coherence with the miniature, I picked a sword.

I write down the characteristics of these two articles, and those of Noir's pistol and fists which he can use in the fray. I copy the weight of each object and calculate the bulk: zero. Alright!

These two articles cost twenty five ducats. Noir only has forty ducats left to pay for the first month of his lifestyle. I am forced to choose "Decent" for twenty five ducats. Noir has only fifteen ducats left, barely enough to cover the expenses of his first adventure. Hopefully he will lay his hand on his first treasure soon!

FREE LEAGUER'S MOTIVES

Why has Noir become a free leaguer? After all these strategic reflexions, a little ambiance and role play feels good.

I know I'm unable to play anything else than a "good" guy; so I have a look at the motives related to Felicity. **Adventure** seems quite attractive. The ambiance text suits my daring and ...adventurous young elf.

Since he is a free leaguer, Noir benefits from it. The few weeks he as spent in the league, have taught him the basic skils of the trade. Looking at the free leaguer common traits, I chose the following abilities and fields of knowledge:

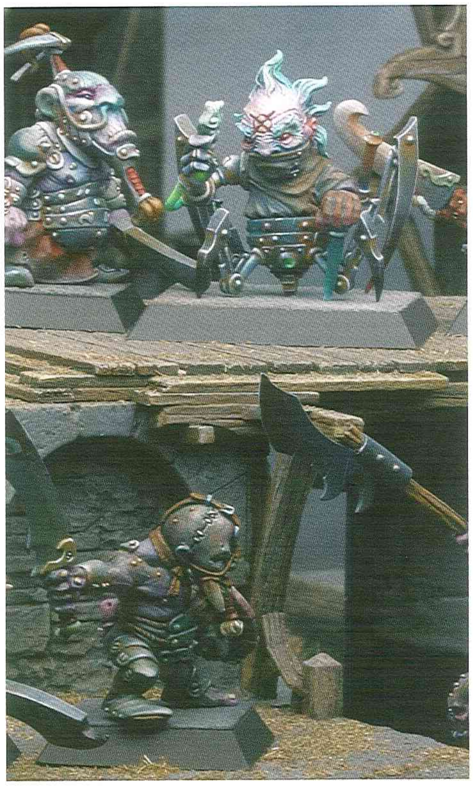
- Slash/PUG: 1 ;
- Stunt/STY: the value rises to 3 ;
- Intimidate/PUG: 1 ;
- Conceal/OPP: 1 ;
- Dodge/OPP: 1 ;
- Identify/SUB: 1 ;
- Administration (Cadwallon): 2 ;
- Faction (Blades): 1 ;
- Fiefdom (Automaton): the value of this knowledge rises to 3 ;
- Language (Cadwë): the value of this knowledge rises to 4 ;
- Leagues : 2.

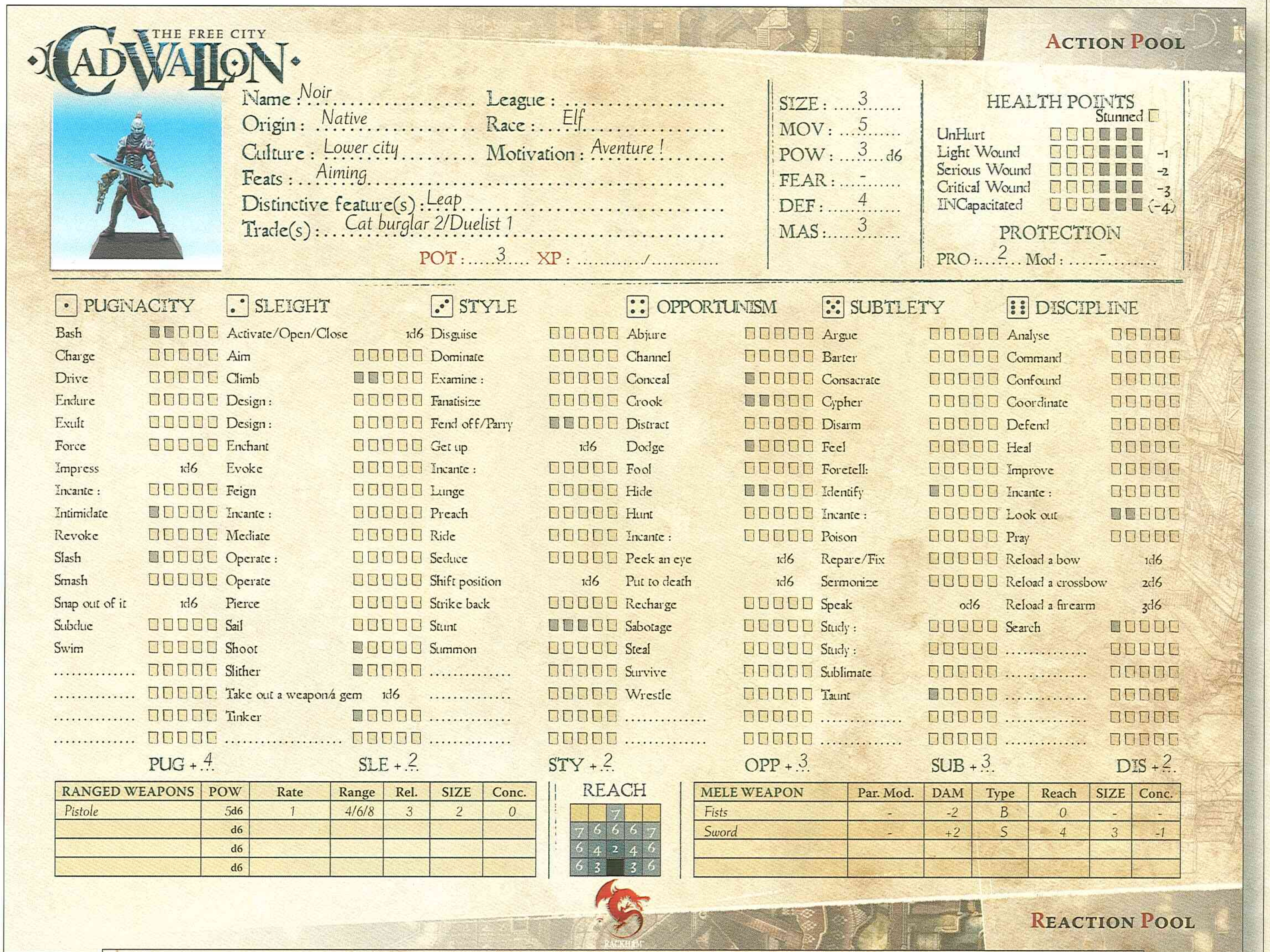
Noir gains two new contacts: the **Duke of Cadwallon** and another that I can choose freely in Cadwallon. Adding the contact given by his "lower city" culture, I have to choose two contacts, both with an intimacy level of 2.

Going through the list of contacts (See *Players handbook*, p. 234), I spot **Alizarine**, the tarot-mage shrew. Something in her name and her description attracts me. So a choose Alizarine, imagining that her relation with Noir is more affective than professional. My second contact, on the other hand, is purely professional: **Stitch** is a surgeon and something tells me Noir will hardly finish an adventure unhurt. Therefore he will require the Syhar's care, even if he seems pretty weird.

HERE WE GO!

Noir is ready for adventure. All I need to do is describe him to the other players and grab on a few dice. Looking at my character sheet, I wonder if it was wise to choose Slash rather than Shoot as my free leaguer common trait. Anyway with my first experience points, I'll be able to fix any defects and improve Noir with new advantages...





THE FREE CITY CADWALLON

Action Pool

Name : Noir
League :
Origin : Native
Race : Elf
Culture : Lower city
Motivation : Aventure !
Feats : Aiming
Distinctive feature(s) : Leap
Trade(s) : Cat burglar 2/Duelist 1
POT : 3 XP : /

SIZE : 3
MOV : 5
POW : 3 d6
FEAR : -
DEF : 4
MAS : 3

HEALTH POINTS

Stunned ☐

UnHurt	□□□■■■	
Light Wound	□□□■■■	-1
Serious Wound	□□□■■■	-2
Critical Wound	□□□■■■	-3
INCapacitated	□□□■■■	(-4)

PROTECTION

PRO : 2 Mod : -

PUGNACITY		SLEIGHT		STYLE		OPPORTUNISM		SUBTLETY		DISCIPLINE	
Bash	■■□□□	Activate/Open/Close	1d6	Disguise	□□□□□	Abjure	□□□□□	Argue	□□□□□	Analyse	□□□□□
Charge	□□□□□	Aim	□□□□□	Dominate	□□□□□	Channel	□□□□□	Barter	□□□□□	Command	□□□□□
Drive	□□□□□	Climb	■■□□□	Examine :	□□□□□	Conceal	■□□□□	Consacrate	□□□□□	Confound	□□□□□
Endure	□□□□□	Design :	□□□□□	Fanatisize	□□□□□	Crook	■■□□□	Cypher	□□□□□	Coordinate	□□□□□
Exult	□□□□□	Design :	□□□□□	Fend off/Parry	■■□□□	Distract	□□□□□	Disarm	□□□□□	Defend	□□□□□
Force	□□□□□	Enchant	□□□□□	Get up	1d6	Dodge	■□□□□	Feel	□□□□□	Heal	□□□□□
Impress	1d6	Evoke	□□□□□	Incante :	□□□□□	Fool	□□□□□	Foretell:	□□□□□	Improve	□□□□□
Incante :	□□□□□	Feign	□□□□□	Lunge	□□□□□	Hide	■■□□□	Identify	■□□□□	Incante :	□□□□□
Intimidate	■□□□□	Incante :	□□□□□	Preach	□□□□□	Hunt	□□□□□	Incante :	□□□□□	Look out	■■□□□
Revoke	□□□□□	Mediate	□□□□□	Ride	□□□□□	Incante :	□□□□□	Poison	□□□□□	Pray	□□□□□
Slash	■□□□□	Operate :	□□□□□	Seduce	□□□□□	Peek an eye	1d6	Repare/Fix	□□□□□	Reload a bow	1d6
Smash	□□□□□	Operate	□□□□□	Shift position	1d6	Put to death	1d6	Sermonize	□□□□□	Reload a crossbow	2d6
Snap out of it	1d6	Pierce	□□□□□	Strike back	□□□□□	Recharge	□□□□□	Speak	0d6	Reload a firearm	3d6
Subdue	□□□□□	Sail	□□□□□	Stunt	■■■□□	Sabotage	□□□□□	Study :	□□□□□	Search	■□□□□
Swim	□□□□□	Shoot	■□□□□	Summon	□□□□□	Steal	□□□□□	Study :	□□□□□	....	□□□□□
....	□□□□□	Slither	■□□□□	....	□□□□□	Survive	□□□□□	Sublimate	□□□□□	....	□□□□□
....	□□□□□	Take out a weapon/a gem	1d6	....	□□□□□	Wrestle	□□□□□	Taunt	■□□□□	....	□□□□□
....	□□□□□	Tinker	■□□□□	....	□□□□□	....	□□□□□	....	□□□□□	....	□□□□□
....	□□□□□	....	□□□□□	....	□□□□□	....	□□□□□	....	□□□□□	....	□□□□□
	PUG + 4		SLE + 2		STY + 2		OPP + 3		SUB + 3		DIS + 2

RANGED WEAPONS	POW	Rate	Range	Rel.	SIZE	Conc.
Pistole	5d6	1	4/6/8	3	2	0
	d6					
	d6					
	d6					

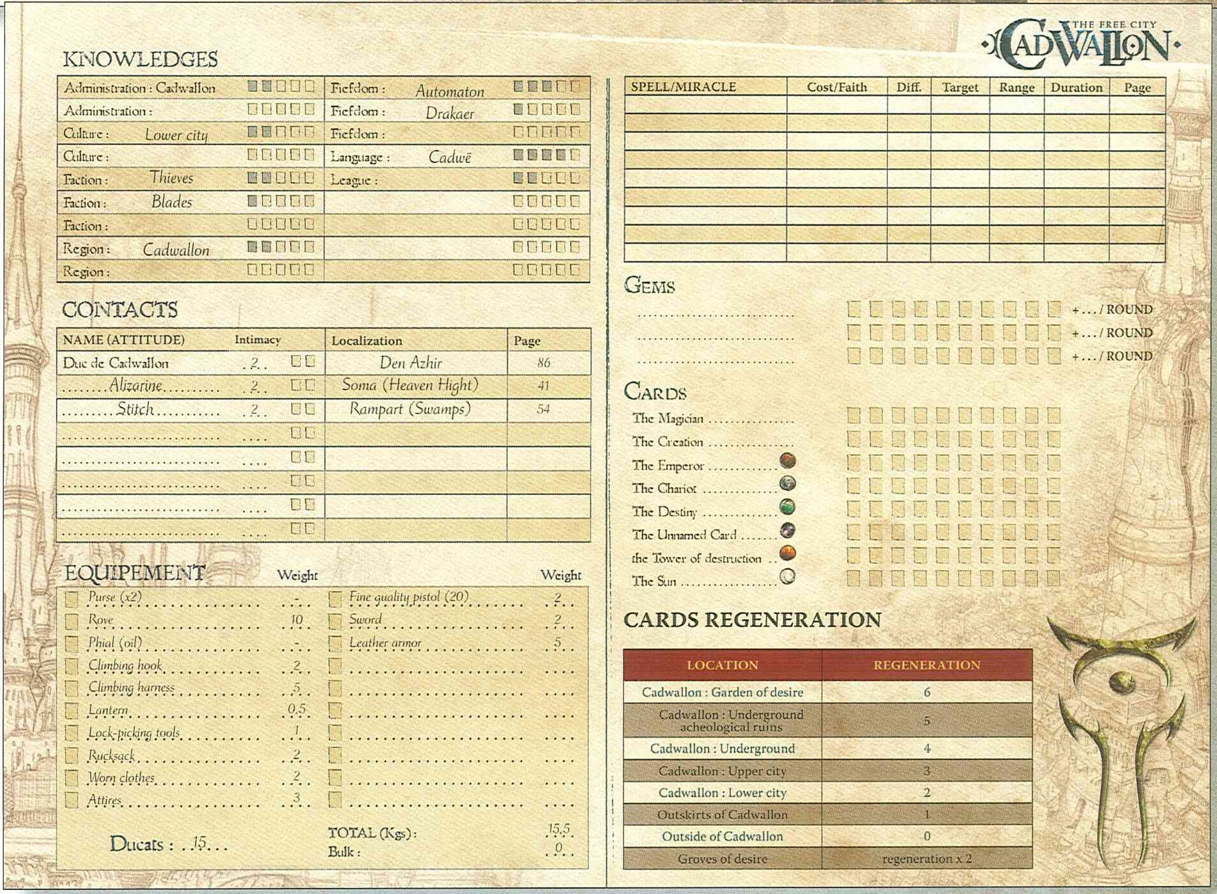
REACH

		7		
7	6	6	6	7
6	4	2	4	6
6	3	■	3	6

MELE WEAPON	Par. Mod.	DAM	Type	Reach	SIZE	Conc.
Fists	-	-2	B	0	-	-
Sword	-	+2	S	4	3	-1

RACKHAM

Reaction Pool



THE FREE CITY CADWALLON

KNOWLEDGES

Administration : Cadwallon		■■□□□	Fiefdom :	Automaton	■■■□□
Administration :		□□□□□	Fiefdom :	Drakaer	■□□□□
Culture :	Lower city	■■□□□	Fiefdom :		□□□□□
Culture :		□□□□□	Language :	Cadwë	■■■■□
Faction :	Thieves	■■□□□	League :		■■□□□
Faction :	Blades	■□□□□			□□□□□
Faction :		□□□□□			□□□□□
Region :	Cadwallon	■■□□□			□□□□□
Region :		□□□□□			□□□□□

CONTACTS

NAME (ATTITUDE)	Intimacy		Localization	Page
Duc de Cadwallon	2	□□	Den Azhir	86
Alizarine	2	□□	Soma (Heaven Hight)	41
Stitch	2	□□	Rampart (Swamps)	54
....	....	□□		
....	....	□□		
....	....	□□		
....	....	□□		
....	....	□□		

EQUIPEMENT

	Weight		Weight
☐ Purse (x2)	-	☐ Fine quality pistol (20)	2
☐ Rove	10	☐ Sword	2
☐ Phial (oil)	-	☐ Leather armor	5
☐ Climbing hook	2	☐	....
☐ Climbing harness	5	☐	....
☐ Lantern	0,5	☐	....
☐ Lock-picking tools	1	☐	....
☐ Rucksack	2	☐	....
☐ Worn clothes	2	☐	....
☐ Attires	3	☐	....

Ducats : 15

TOTAL (Kgs) : 15,5
Bulk : 0

SPELL/MIRACLE	Cost/Faith	Diff.	Target	Range	Duration	Page

GEMS

....	□□□□□□□□□□	+ ... / ROUND
....	□□□□□□□□□□	+ ... / ROUND
....	□□□□□□□□□□	+ ... / ROUND

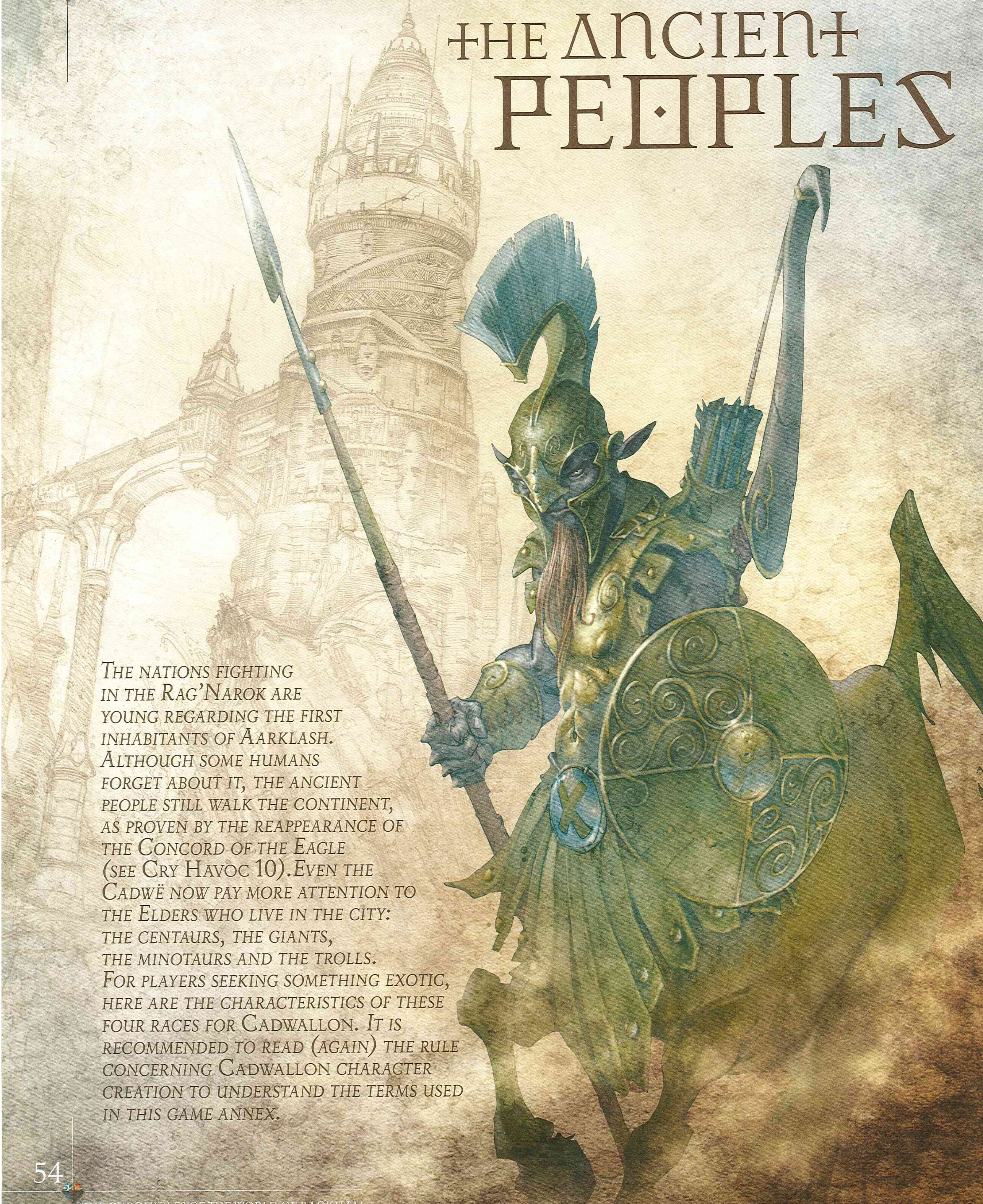
CARDS

The Magician	□□□□□□□□□□
The Creation	□□□□□□□□□□
The Emperor .... ●	□□□□□□□□□□
The Chariot .... ●	□□□□□□□□□□
The Destiny .... ●	□□□□□□□□□□
The Unnamed Card ...... ●	□□□□□□□□□□
the Tower of destruction .. ●	□□□□□□□□□□
The Sun .... ○	□□□□□□□□□□

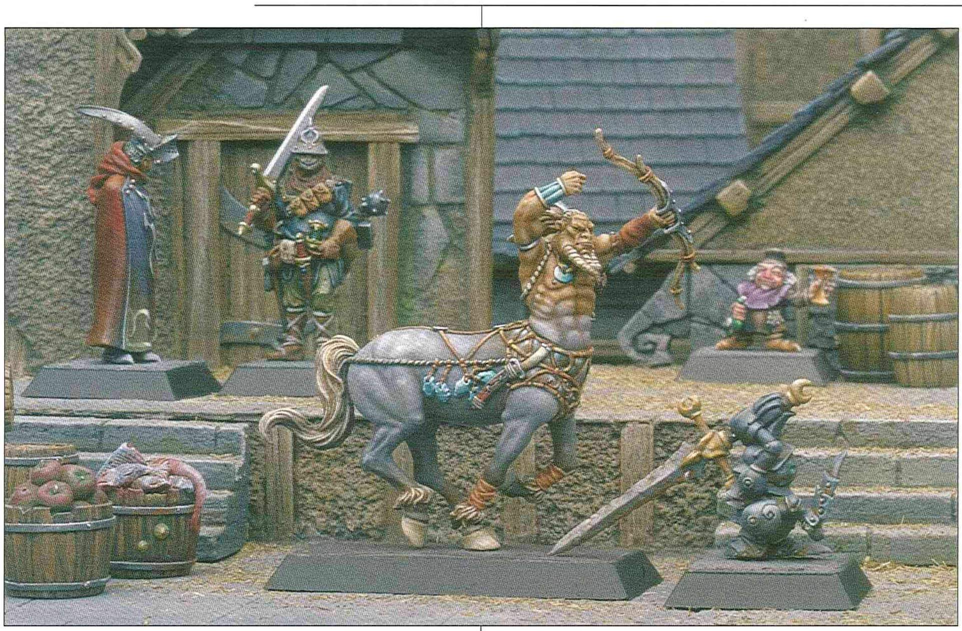
CARDS REGENERATION

LOCATION	REGENERATION
Cadwallon : Garden of desire	6
Cadwallon : Underground acheological ruins	5
Cadwallon : Underground	4
Cadwallon : Upper city	3
Cadwallon : Lower city	2
Outskirts of Cadwallon	1
Outside of Cadwallon	0
Groves of desire	regeneration x 2

THE ANCIENT PEOPLES



The nations fighting in the Rag'Narok are young regarding the first inhabitants of Aarklash. Although some humans forget about it, the ancient people still walk the continent, as proven by the reappearance of the Concord of the Eagle (see Cry Havoc 10). Even the Cadwë now pay more attention to the Elders who live in the city: the centaurs, the giants, the minotaurs and the trolls. For players seeking something exotic, here are the characteristics of these four races for Cadwallon. It is recommended to read (again) the rule concerning Cadwallon character creation to understand the terms used in this game annex.



THE CENTAURS

Centaurs were born at the dawn of time on the wide plains that men would latter call Avagddu. The first centaurs were a nomadic people which took advantage of their peculiar physiognomy to gallop through these wide, yet welcoming, open spaces. They lived there among the giants, the *Ogmanans*, and venerated the same gods as them, under the guidance of Danu. Yet, some centaurs got tired of this simple life and rejected the cult of Danu. They traveled far to the South and founded, in a region they called Dracynrän, the city of Koldan.

The centaur people experienced another traumatism when the first men landed on the shores of Aarklash. The centaurs allied to the other children of Danu and fought back the invaders, but in the end they were defeated by the newcomers. The centaurs were assimilated by the humans and their civilization died away to see the Kelts rise. Centuries latter the descendants of the «first men» traveled South and fought the armies of Sephiroth, the Koldani king. They vanquished the latter and razed the Koldani cities to the ground.

Nowadays, the centaurs live among the Sessair people under the totem of the Minotaur. Their most important traditions (the veneration of Danu and nomadic life) have been secured. The Kelts do not dominate the centaurs but live with them. Despite the demographic unbalance in favor of the humans, the centaurs are considered equal to them. Without denying their goddess, a few of them decided to go beyond the great plain and live the lives of the people allied to the Kelt. Others left for Cadwallon.

All centaurs share a common feature: the upper part of their bodies resembles a human upper body, whereas the lower part shows the morphology of a horse. If the mix might seem disturbing to humans, for a centaur is it a human's legs that seem scrawny.

The **male** centaurs are often muscular and their features are rather rough. They usually wear no clothes, but often bear war trophies like their young human cousins.

The lower body part of **female** centaurs is as muscular as the males. Besides they have the same taste for clothing as their male counter parts. Finally, faithful to Kelt tradition, female centaurs are also warriors.

The rumor says that surviving Koldani still gallop through Aarklash, often unaware of their legacy. They can be recognized through their more delicate features and their clothes. Some even wear finely worked metal armor.

The centaurs who live or come to Cadwallon all violently reject the Rag'Narok. From their point of view, the humans are sole responsible for the war which soaks Aarklash in blood. This rejection could almost be considered a psychological trauma, and it is only because they are very few in the Free city that they have not stirred more commotion.

THE CENTAURS

- **Average size and weight M/F:** 2,20 m (250 kg)/ 2 m (200 kg).
- **Life expectancy:** 50 years.
- **Distinctive feature(s) and feat(s):** War fury or Resolution/X.
- **Cultures:** Minotaur, Griffin, Lion.
- **Size:** Large (4).
- **Base:** Cavalry (2.5 cm x 5 cm)
- **Asset(s):** Skilful (SLE + 2), Extra swift (Mov = SIZE + 4).

OGMANAN GIANTS

Ogmanan giants share the same origins as the centaurs, their people being born on the great plain of Avagddu. Sedentary, they used to live a simple and wild life, governed by a king and worshipped the pantheon of Danu. Willing to live in peace with the centaurs, the giants had kept to the North of the plain were they fought the local creatures and monsters.

Although they were proud warriors, the *Ogmanan* were unable to resist the arrival of men. Led by King Ogmios, they bravely fought the future Kelts without ever being able to overcome them. Danu's truce was perceived by many as a relief rather than a defeat.

Ever since, the giants have lived in peace with the humans of the Kelt clans. Similar to the centaurs, their culture has been assimilated by the humans. The *Ogmanan* have even given up their monarchy to adopt the clan structure of the Kelts.

Although there are Kelt clans exclusively composed of giants, most of them have joined the humans, especially the Sessair, under the banner of the Minotaur. Some *Ogmanan* warriors particularly attached to their roots ask to be called "Sons of Ogmios", but this identity quest has very little political incidence.

No matter the gender, the *Ogmanans* are of exceptional size and stoutness. The warriors of this race are particularly muscular.

The **male** giants are quite hairy. They often bear a beard and have generally long hair. Those who are faithful to their former culture entirely shave their head save for a long braided lock.

The **female** giants are as massive as their male counterparts. They demonstrate, if it was still necessary, that giants are not enlarged humans but a specific species. Female giants are proportionally stouter and more massive than women. Fortunately they do not share the overwhelming pilosity of their males.

The *Ogmanan* have no real reason to be found in Cadwallon as a race. Yet some of them have followed Sessair companions in exile. Others were sold into slavery by unscrupulous goblin merchants. And some preferred to reject the more or less forced cohabitation with the Kelts and decided to blend into a culture they had chosen, Cadwë culture.

THE OGMANAN

- **Average size and weight M/F:** 2.80 m (400 kg)/ 2.50 m (350 kg).
- **Life expectancy:** 55 years.
- **Distinctive feature(s) and feat(s):** War fury.
- **Cultures:** Minotaur, *Griffin*, *Lion*.
- **Size:** Large (4).
- **Base:** Creature (3.75 x 3.75) or 1.5 type.
- **Asset(s):** Pugnacious (PUG + 2), Strong (POW = SIZE + 1).

THE MINOTAURS

Although they preceded the humans, the minotaurs are not from Aarklash. This race comes from Shenroth, an elemental Realm which has many contacts with Aarklash. When the minotaurs first appeared on the continent, they were welcomed with the respect owed to the wise and the scholars coming from a mythic land. Reasonable and well learned, they established friendly relationships with the other populations especially the centaurs and the giants.

When the men of Kel came from another land, the minotaurs became the heralds of a dark prophecy announcing a terrible war which would be sowed by the humans. They gathered around them representatives of all the races living on the continent but were unable to drive the humans back.

After this defeat, many minotaurs went back to Shenroth. The others who remained, did not believe the prophecy or had lost faith. They were assimilated by the first Kelts and lost little by little their cultural heritage. Yet the humans remembered that the minotaurs once were powerful emissaries and chose this figure as their emblem.

The minotaurs of Aarklash consider themselves as Kelts. They became unscrupulous mercenaries and travel the continent among the armies of the Rag'Narok. Some of them have joined the Drune, feeling they had been cheated by the gods. Anyway the minotaurs are not the wise and the scholars they once were. And when they hear the legends describing them as emissaries from another Realm, they laugh and believe it's a joke.

The minotaurs have a muscular humanoid body with a bovine head. Besides, they have huge hoofs instead of feet. It is possible to distinguish several bloodlines based on recurring characteristics, such as minotaurs of Drune descent who look more like demons than ruminants

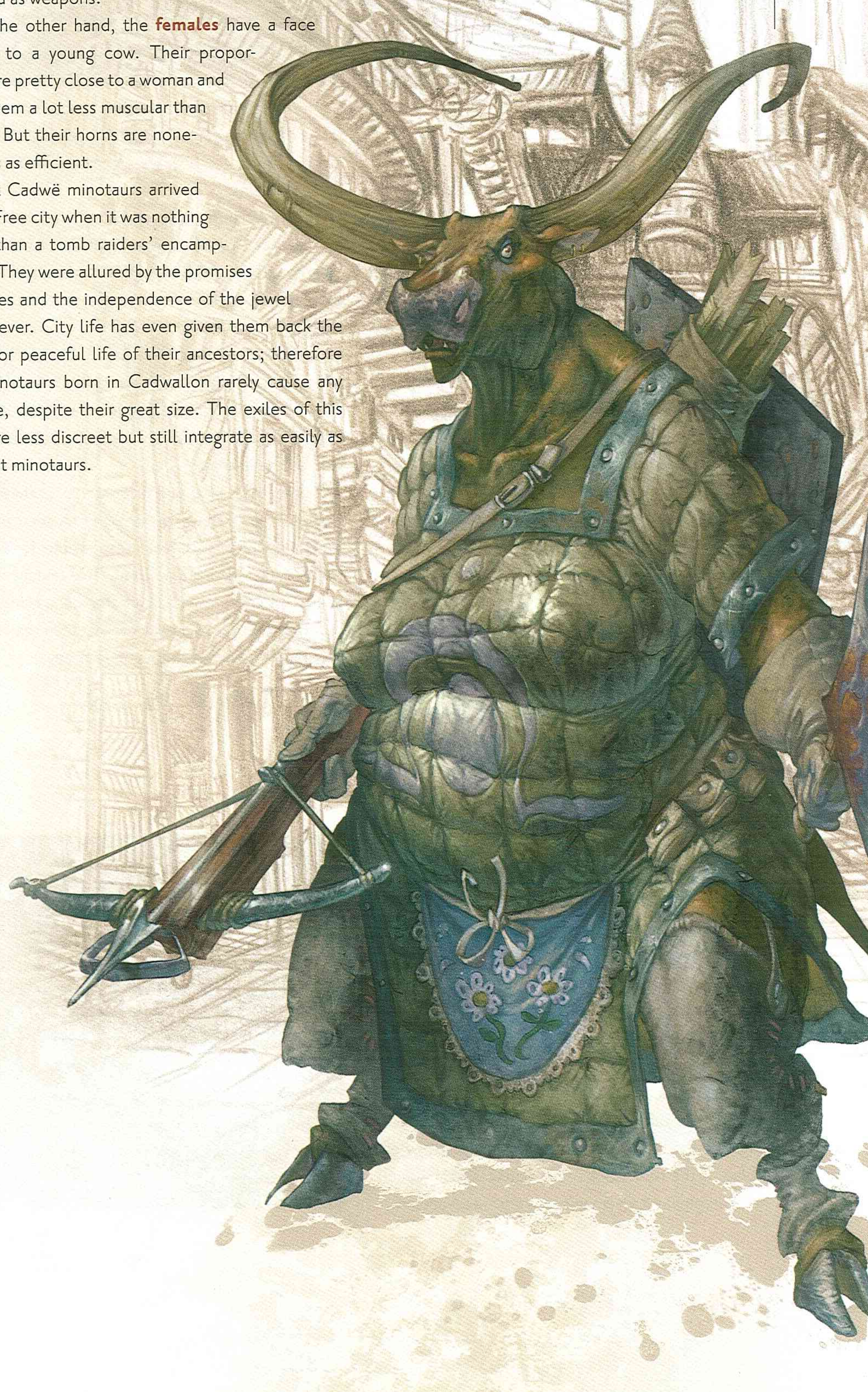
The torso of the **males** is often hypertrophied and impressively muscular. Their face clearly reminds of a bull's head. Their hoofs are generally shod in order to be used as weapons.

On the other hand, the **females** have a face similar to a young cow. Their proportions are pretty close to a woman and they seem a lot less muscular than males. But their horns are nonetheless as efficient.

Most Cadwë minotaurs arrived in the Free city when it was nothing more than a tomb raiders' encampment. They were allured by the promises of riches and the independence of the jewel of Lanever. City life has even given them back the taste for peaceful life of their ancestors; therefore the minotaurs born in Cadwallon rarely cause any trouble, despite their great size. The exiles of this race are less discreet but still integrate as easily as the first minotaurs.

THE MINOTAURS

- **Average size and weight M/F:** 2.90 m (420 kg)/ 2.60 m (370 kg).
- **Life expectancy:** 80 years.
- **Distinctive feature(s) and feat(s):** War fury or Fierce.
- **Cultures:** Minotaur, *Griffin*, *Lion*, *Stag*, *Ram*, *Hydra*, *Hyena*.
- **Size:** Large (4).
- **Base:** Creature (3.75 x 3.75) or 1.5 type.
- **Asset(s):** Subtle (SUB + 2). Frightening (FEAR).



THE TROLLS

A few centuries ago trolls still constituted a people unknown to anyone. They lived South of the No-Dan-Kar swamps in the actual region of Zûog. Fishing was their main activity, yet they resorted to violence whenever creatures or plunderers threatened their villages. Proud of the way they protected their people, the trolls would keep the limbs of their enemy as trophies after these dreadful fights. Thus their existence went by between fishing and fighting off raiding creatures.

When the goblins moved in, the trolls were taken aback. Used to solely communicate through axing each other, they were bewildered by the peaceful and commercial approach of the goblins. No battle nor fight occurred. The goblins simply built their awkward homes next to the troll villages and patiently blended into the every day life of these neighbors who were way to frightening to be fought directly. Eventually, almost without even noticing it, trolls became citizens on the No-Dan-Kar Empire.

Today trolls are enlisted in the Imperial army where their great strength is used to serve the goblins' cause. Some of them, the most adventurous or simply nostalgic of their fisher's life, joined pirate ship crews. Finally, a minority of trolls managed to maintain their way of life and still fish in the waters off the coast of Zûog. Trolls are spreading slowly across the goblin Empire and the many goblin colonies of the people of Rat. Since the latter are spread throughout Aarklash, trolls can be found all around the continent.

The **male** trolls have a very developed muscular frame and many, many teeth, and their nails are in fact real claws. Those who live with the goblins most of the time wear armor, trophies and weapons.

Female trolls look less aggressive than their male counterparts, but are none the less impressive. They share common features with women and only hide them when living among goblins who often ought to remind them to do so.

Male or female, trolls are divided in different species that can be identified by the color of their skin and their morphology. Some trolls are pretty athletic others are quite podgy, others have a single eye on their forehead.

Many trolls live in Cadwallon even though they do not constitute a united community. Some have followed goblins who settled in Kraken colony, whereas others come and go with the pirate crews. Some try to be more discreet, like those who have come to Cadwallon in exile to avoid their annoying goblin neighbors.

NATURAL WEAPONS

Name	Dam	Typ	Rea	Size	Diss
Horns	+1	P	1	T	na

THE TROLLS

- **Average size and weight M/F:** 3.50 m (500 kg)/3 m (450 kg).
- **Life expectancy:** 120 years
- **Distinctive feature(s) and feat(s):** Regeneration/X.
- **Cultures:** Rat, Jackal, Hyena.
- **Size:** Large (4).
- **Base:** Creature (3.75 x 3.75) or 1.5 type.
- **Asset(s):** Pugnacious (PUG + 2) Frightening (PEUR).

THE ANCIENT PEOPLES

Race	SIZE	Favored attitude	HP/#	MOV	POW	Natural weapons	Distinctive features
Centaur	4	SLE + 2	4	8	4	Fists, Sabots	War fury ou Resolution/X
Giant	4	PUG + 2	4	5	5	Fists	War fury
Minotaur	4	SUB + 2	4	5	4	Fists, Horns, Hoofs, FEAR	War fury ou Fierce
Troll	4	PUG + 2	4	5	4	Claws, Fangs, FEAR	Regeneration/X

RESIDENT CLONING

The hinges wailed stridently when the seneschal pushed the door open. Instead of his head, he put the end of his sacred gun through the gap first, ready to fire in the darkness. Nothing. He waved and the section of Hod silently moved into the great dark room. It had been weeks since any neighbor had last seen anyone come or go from the massive house. No doubt the alchemical spawn was responsible for this oddity. They had to track it and kill it!

OBJECTIVES

The Griffin player must discover where all the clones are hiding.

The Scorpion player must eliminate all the Griffin fighters before his last hiding place is discovered.

If at the end of the sixth round, the Griffin player has not fulfilled his objectives, victory goes to the Scorpion player.

INSTRUCTIONS

The Scorpion player does not deploy any fighters at the beginning of the game. Instead he places on the game board four event tokens and two trap tokens, all face down. The event tokens represent hiding places, Trap tokens are only decoys. The Scorpion player can place these tokens in any room on the game board, apart from the room where the Griffin fighters deploy. He cannot place more than one token per room; and no more than two tokens on the same tile.

Whereas the Griffin player can divide his fighters between the deployment zone and the access point.

TRAPS

This mission uses no Event or Trap tokens as such.

SPECIAL RULES

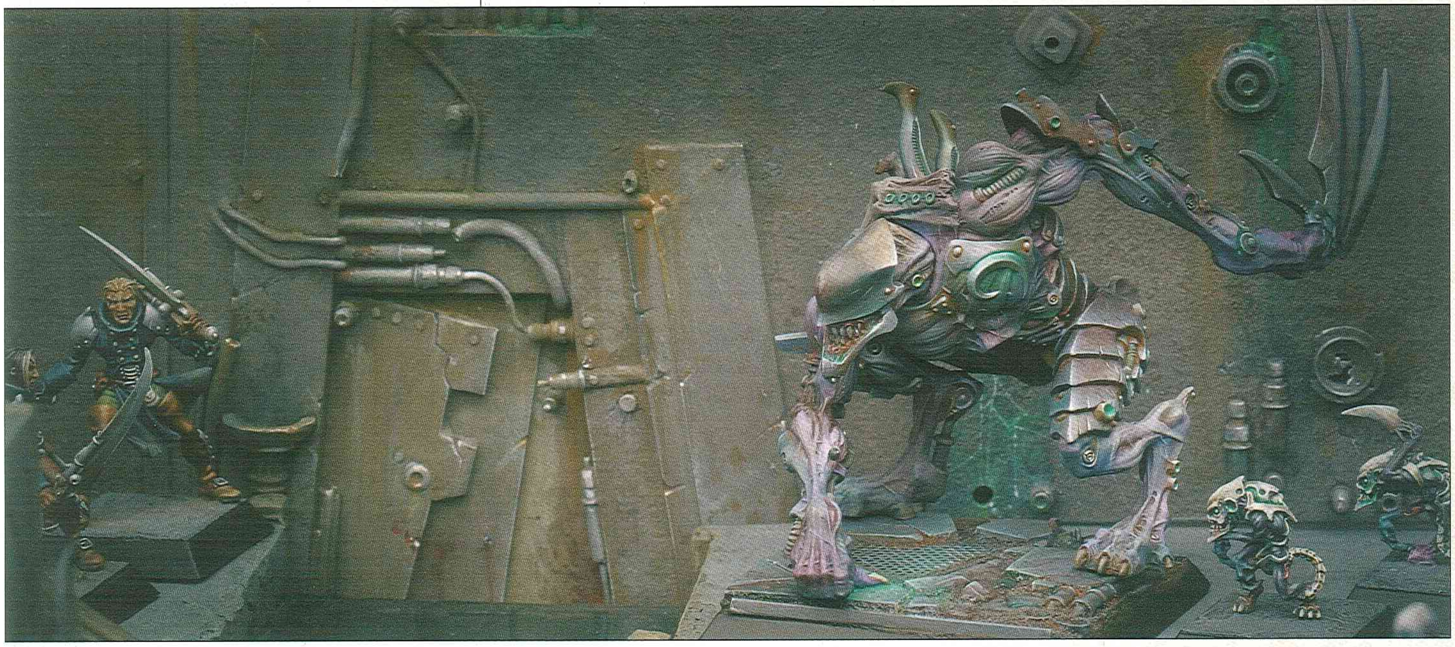
This mission takes place indoor in a dark space.

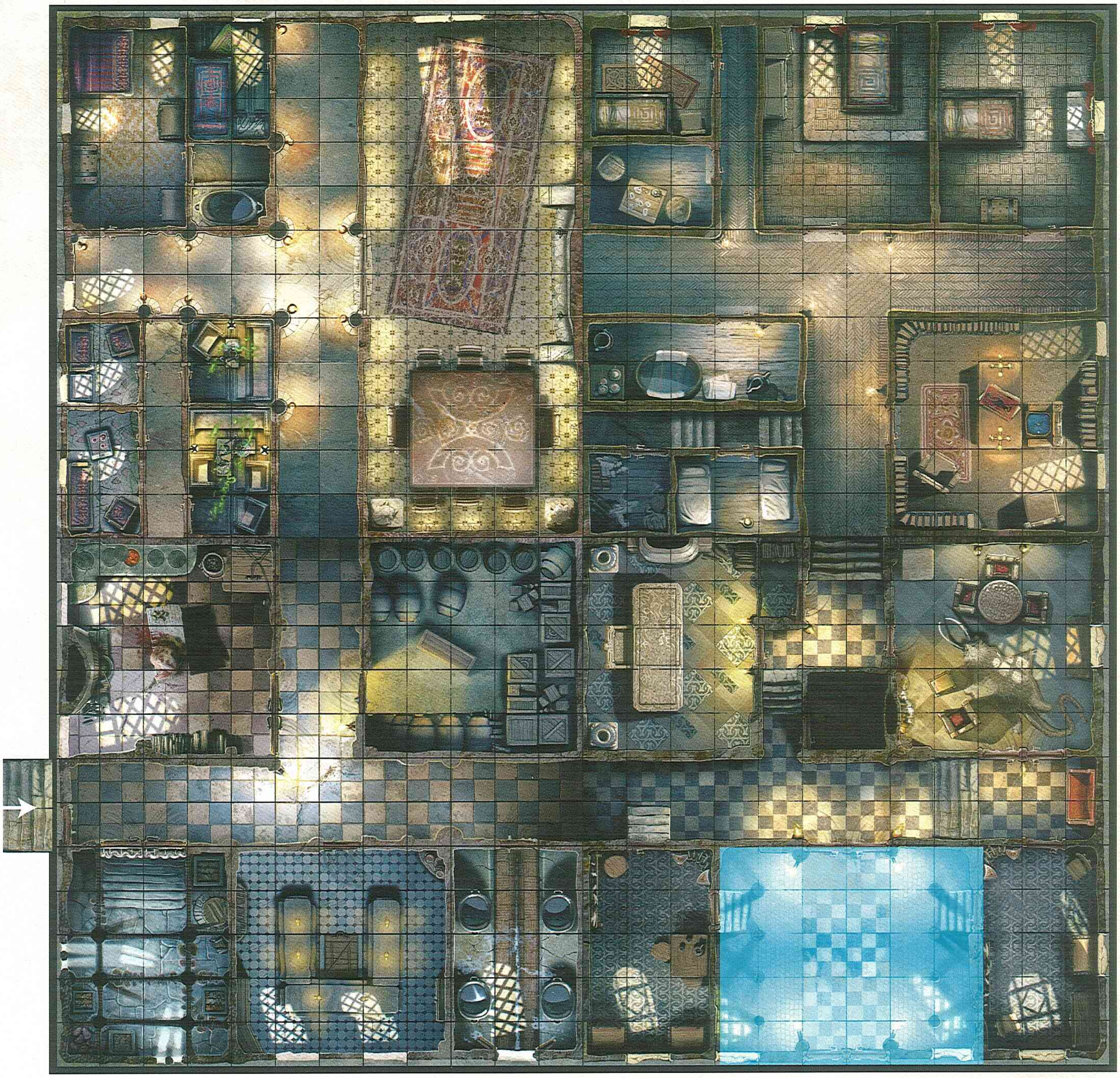
At the beginning of the game, the Scorpion player doesn't control any fighters. He doesn't prepare any activation sequence and cannot play any cards. When a Griffin fighter has a line of sight on a square in a room containing a token, the scorpion player reveals it. If it's a trap token, nothing happens and the token is taken away from the game. If it is an Event token, the Scorpion player immediately deploys fighters in this room. He can deploy up to a maximum of four rank levels. A fighter can only be deployed if he can get out of the room through an exit. These fighters cannot be activated at this round. They are considered in 🛡 or ◎ mode (Scorpion player's choice). At the beginning of the next round, these fighters will be included in the activation sequence.

Besides, before setting the activation sequence, the scorpion player can reveal an Event token. Then he immediately deploys fighters, with the same restrictions as before. Anyway these fighters are included to the activation sequence of this round; they do not start in 🛡 or ◎ mode.

SELECTING THE COMBAT GROUPS

	GRIFFINS	SCORPIONS
RANK TOTAL	8	13
N° OF WARRIORS	8	18





▨ **Griffin's Acces point**

▨ **Griffin's Deployment zone**

Tiles required: C02R, C05R, D10R and D13R.

DARK
WATERS

By day, the canals of Cadwallon are full of gondolas transporting ambassadors on errands or idle lovers. These fools are far form imagining what roams in the stagnant waters of the Free city when night comes. And when night does come, the passers-by have other things to think about than the masses floating at the surface. As for the purifiers of the temple, they know that an aberration is hiding in these muddy waters.

OBJECTIVES

The Scorpion player must eliminate six passers-by.

The Griffin player must prevent the scorpion player from fulfilling his objectives.

INSTRUCTIONS

The Griffin player can deploy his fighters on any water square.

The combat group of the Scorpion player is composed of a single aberration. The one staged in this mission has been elaborated from an aquatic stem. The Scorpion player is invited to use the Disturbing presence tokens usually used with the Nemesis clone (See *Nemesis*). He places them in different places on the game board, once the Griffin player has displayed his fighters. All these tokens must be placed on water squares.

TRAPS

Two randomly determined trap tokens are added to the four Event tokens.

SPECIAL RULES

This mission takes place at night. All the water squares are considered muddy water.

Passers-by can be represented by miniatures different from those used for the fighters or by simple tokens; they are displayed on the game board according to the map. The passers-by are never activated. They cannot benefit from any mode. They are considered obstacles as if they were enemy fighters. The natural value of a passer-by is ⚀.

The aberration prefers to evolve in its natural habitat. It only comes out to attack the passers-by. Each time the aberration moves outside of the water or attacks a fighter or a passer-by, the token representing the aberration is replaced by its miniature. The other Disturbing presence tokens are discarded.

If the aberration remains out of the water during its whole activation, it suffers a wound at the end of its activation.

Once the miniature is entirely on water squares, the creature goes under water. The miniature is replaced by the Disturbing presence tokens and the player can move them with what is left of the aberration movement points.

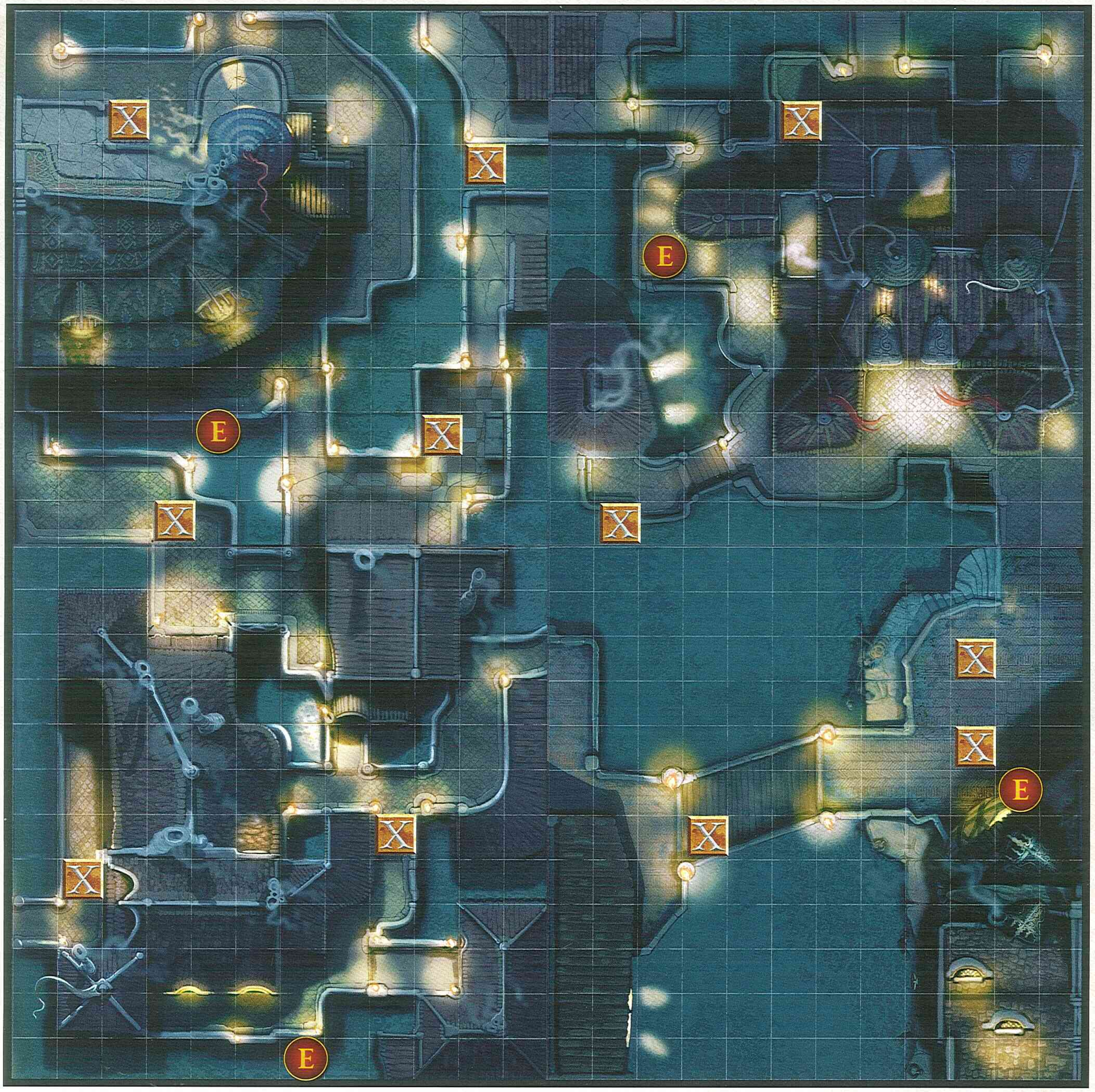
When immerged, the aberration can move freely in the visible water squares if the whole Disturbing presence token remains on the square. If the gap is too narrow, the aberration can use ◎ mode. Besides it can also use this mode to move under the houses and streets represented, in order to get to another water surface. Thus one way or another, all water squares are accessible to the aquatic aberration in this mission. When a Disturbing presence token is under a house or a street, it is impossible to target it.

To reveal a disturbing presence token, an enemy fighter must shoot at it with a -1 penalty. If it is a success, the token is revealed. If it is a decoy, it is discarded. If it is the aberration, the miniature is displayed and the decoy tokens are discarded.

If a fighter is in base to base contact with a Disturbing presence token, it is revealed as done above. If it is the aberration, it is possible to attack it in ⚔ or ◎ mode.

SELECTING THE COMBAT GROUPS

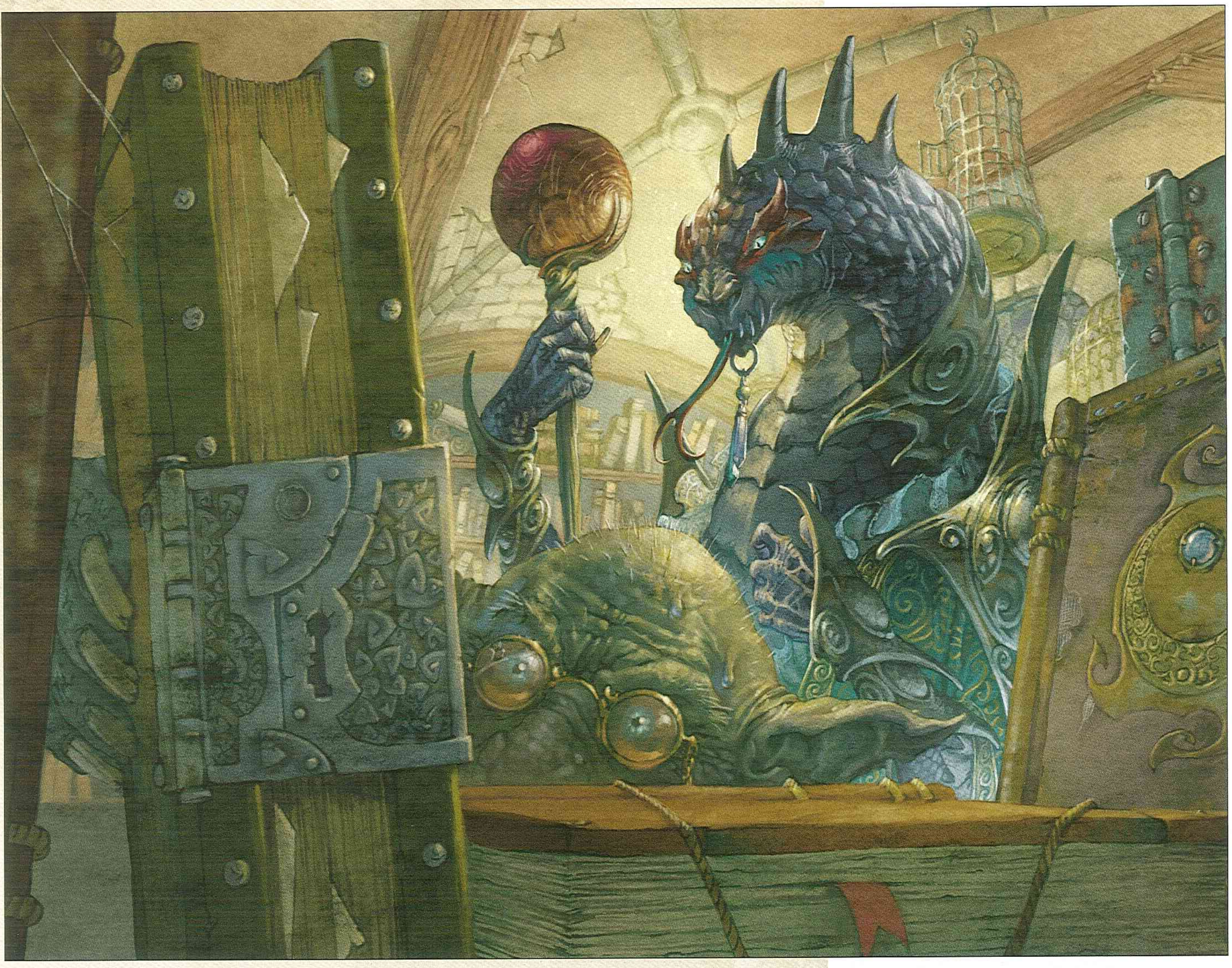
	GRIFFINS	SCORPIONS
RANK TOTAL	8	3
N° OF WARRIORS	6	1



E **Event**

X **Passer-by**

Tiles required: D01V, D02V, D03V and D12V.



S'YGMA, OPHIDIAN ADEPT

Night was falling on Cadwallon; darkness slowly crept among the dwellings and the high towers. MASTER BROMIDE'S, RARE BOOKS AND FIRST EDITIONS bookshop, stuck at the end of an upper city street, was shrouded in darkness.

Master Bromide employees had left a while ago, but he was still busy counting the money in his till in the dim light of a lonely candle. Once the last ducat in the vault, the goblin pushed his glasses back on his nose, closed his waistcoat on his jabot shirt and went to the front window of his shop. Avoiding the chaotic piles of books standing in the center of the establishment, Bromide silently squeezed along the bookshelves full of priceless works. At the door, as he was about to close for the night, he noticed a silhouette coming from the other side of the street

At first, Bromide thought he was dealing with a drunken Wolfen. The goblin understood his mistake when the figure arrived to his doorstep. Clad in a heavy greatcoat, the stranger was in no way humanoid, apart for two arms and a head. His body was long and twisting like a reptile. His eyes gleamed in the shadows of his hood and he darted a bifid tongue. Holding nonchalantly an umbrella on his shoulder, he was leaning on the great black pommel of his cane.

Bromide had never seen such a creature before.

Are you closed?

The expert in old books could not answer; his knees were knocking and his teeth were chattering. The stranger seemed to think it was some sort of invitation and entered the shop. He slithered for a time among the piles of books, caressing the shelves with his forked tongue.

Bromide could not take his eyes off of him. Despite the size his body, the gracefulness of his movements was horribly fascinating and yet sublime. The goblin's instincts were ordering to flee and forget about his books. But the till was full!

— Can I help you?

The sentence he had repeated a thousand times in his life as a merchant had popped out automatically. The Ophidian turned around so slowly, it was almost hypnotizing. He gave the book dealer a disturbing look.

—I am weary from a fight. I need to relax. I heard much praise concerning your establishment.

The compliment swept the word "fight" from the goblin's mind. Bromide noticed the many jewels worn by his interlocutor, shining in the shadows.

All bucked up, the goblin fetched a candle and came back towards his customer. He remembered that a good sale began with a good investigation and he tried to forget that his head was at stake right then.

— Pardon my curiosity, but how have you come to know of my boutique?

—My enemy confessed many things during his agony. I hope he was not one of you good patrons

Bromide almost choked. He certainly did not want to know the name of the departed.

— Is it the first time you come to Cadwallon?

—Yes. I used to live...in a library. For years.

By Rat! A librarian! There wasn't anything worse than librarians! Bromide resumed his composure.

—I am glad to say that a many colleagues of yours are part of my clientele. You all have a favored domain; may I ask which is yours?

—I am not a librarian anymore. I am a warrior of the Rag'narok.

—Hum? And yet before that?

The reptilian eyes of the visitor remained silently fixed on Bromide's face for several lengthy seconds

— Magic.

— Vast and noble field. And which aspect of the discipline caught your attention?

— It's not a discipline! It's an art. And one of its most brilliant crafter is no other than Arykao.

Instantly, Bromide went, mentally, through what he had in store to see if he had anything concerning the individual. Almost like a construct, he recited:

—The mad enchanter. A Cynwäll. I had a beautiful manuscript on him, but I had to part from it last month.

The client hissed threateningly. Bromide achieved the feat of preventing all of what could come out of his body from doing so. The two scholars remained silent for a moment. A small creature, obviously amphibious, came out of the clients clothes and disappeared down one sleeve. Still petrified, Bromide realized that he was standing in front of one of those terribly powerful and mysterious magicians capable of subduing creatures from the other Realms.

— Y-You must be a very powerful magician, my Lord.

—Power has nothing to do with it. I am an artist. The Creation is my canvas. I am capable of imposing my will and wishes upon Aarklash.

The magician was standing erect on his serpentine body and his nature could no be mistaken anymore by Bromide. It was only the thought that his client would catch up on him easily, that prevented the goblin from fleeing. Satisfied with his effect, the Ophidian resumed:

«Do you know the ecstasy felt by the one who defies mortals' laws? All my life, I wished to reach the heavens, like Vortiris. When I did, I felt such joy that I could not lock myself up with books once again. I am free, like a dreaded god of savagery!

In his exaltation, the magician knocked over a pile of old spell books. Bromide was unable to hold a squeal of disapprobation. The Ophidian stood still, gazed at the goblin and leaned over to pick up the books with almost mystical respect. He stopped on the edge of a book. Bromide snapped back to life.

—This is a very precious book, written by a mage of the Chimera. He said as an apology.

To these words, the Ophidian scornfully let the book drop.

—Humans. They are only larvae. Stuck in their narrow morals, they are unable to unleash their desires. And their race is so young, so pathetic.

In an ecstatic movement, the Ophidian left his hood fall back, revealing his face. He seemed ready to deal death.

—You are right! Men truly are stupid. They don't understand anything about others. They believe they own everything, when we were here long before.

The Ophidian stopped crawling. Reassured by this silent support, Bromide went on:

"They think they're smart, but they understand nothing about anything. How could they comprehend history when they are coming to the end of this one? They write books but do not understand the words.

The magician took a less threatening posture. Bromide searched for any kind of indication in the Ophidian's gaze, unsuccessfully. He resumed:

"My people...My people existed long before the dwarves even settled in the Ægis. We all speak several languages. Our calligraphy is unequalled. Our magical knowledge reveals the true power of names. We are...We are librarians. You cannot kill me!

The mage seemed amused by the terror of the goblin. He played for a little while with his familiar. Then came closer, slid past Bromide and coiled around him.

—Since you are so erudite and so proud of you people, find me a book from No-Dan-Kar worthy of my attention and your life shall be spared.»

◆

The Ophidian's tongue caressed Bromide's cheek. In a flash the merchant became aware of the number of compendiums, spell books, codex, dissertations, treatise and others works accumulated over the course of his life. One of them might save his life. Lasciviously, the magician let Bromide go, almost reluctantly.

The goblin frenziedly rushed through the alleys formed by the piles of books. The panic which had submerged him slowly eased away. The goblin was convinced his client had told no one else what it felt like to take off to the heavens before. Bromide now knew him better than anyone else. He could do it!

The goblin found the first book he had bought here. A pamphlet against Akkylannians written by an almost illiterate clone. He also found an esoteric treaty he had forgotten to sell to a good customer who had been looking for it for years. He almost tripped over the twenty seventh volume of the encyclopedia of Tir-Na-Bor which he used to steady a bookshelf. Eventually an illumination came to him.

◆

With expert dexterity, the merchant caught a thick old book at the bottom of a pile and tugged it out sharply, without knocking the unsteady tower over. He proudly showed the book to his customer.

"It's a treatise by master Sulfur. The greatest magician of No-Dan-Kar!

— Nice reference, and what is his subject?

—Hum...I must say I haven't understood it all. It is a comparative study of the various paths of magic.

—Thorny subject. Rarely treated with elegance.

—Yes...But Sulfur focused on a magician who mastered Water, Darkness, Typhonism and some other mysterious path, all at once.

The Ophidian was standing still, like a cobra about to strike.

— What is this magician's name?

— S'Ygma.

Deadly silence shrouded the shop, weighing slowly on the room like a snake coiling around a prey, ready to choke it. A sardonic smile crossed the Ophidian's face. The goblin silently muttered prayers to Rat. The smile widened.

— How much? »

THE FREE CITY
CADWALLON

ACTION POOL

Name : S'Ygma
League :
Origin : Exiled
Race : Ophidian
Culture : Snake
Motivation : Incarnate
Feats : Conscience
Distinctive feature(s) : Recorvery/3, Toxic
Trade(s) : Mage 4/Scholar 2/Duelist 1
POT : XP : 7 /

SIZE : Large (4)
MOV : 5
POW : 4 d6
FEAR : 5
DEF : 4
MAS : 3

HEALTH POINTS

Stunned ☐

UnHurt	☐☐☐☐■■	
Light Wound	☐☐☐☐■■	-1
Serious Wound	☐☐☐☐■■	-2
Critical Wound	☐☐☐☐■■	-3
INCapacitated	☐☐☐☐■■	(-4)

PROTECTION

PRO : 0 Mod : 0

⚀ PUGNACITY

Bash	☐☐☐☐☐
Charge	☐☐☐☐☐
Drive	☐☐☐☐☐
Endure	☐☐☐☐☐
Exult	☐☐☐☐☐
Force	☐☐☐☐☐
Impress	1d6
Incante : Darkness	■■■☐☐
Intimidate	■■☐☐☐
Revoke	☐☐☐☐☐
Slash	■☐☐☐☐
Smash	☐☐☐☐☐
Snap out of it	1d6
Subdue	■■☐☐☐
Swim	☐☐☐☐☐
....	☐☐☐☐☐
....	☐☐☐☐☐
....	☐☐☐☐☐
....	☐☐☐☐☐

PUG + 4

⚁ SLEIGHT

Activate/Open/Close	1d6
Aim	☐☐☐☐☐
Climb	☐☐☐☐☐
Design :	☐☐☐☐☐
Design :	☐☐☐☐☐
Enchant	■☐☐☐☐
Evoke	☐☐☐☐☐
Feign	☐☐☐☐☐
Incante :	☐☐☐☐☐
Mediate	☐☐☐☐☐
Operate :	☐☐☐☐☐
Operate	☐☐☐☐☐
Pierce	☐☐☐☐☐
Sail	☐☐☐☐☐
Shoot	☐☐☐☐☐
Slither	■■☐☐☐
Take out a weapon/a gem	1d6
Tinker	☐☐☐☐☐
....	☐☐☐☐☐

SLE + 2

⚂ STYLE

Disguise	☐☐☐☐☐
Dominate	■■☐☐☐
Examine : Herbs	■☐☐☐☐
Fanatisize	☐☐☐☐☐
Fend off/Parry	■☐☐☐☐
Get up	1d6
Incante :	☐☐☐☐☐
Lunge	☐☐☐☐☐
Preach	☐☐☐☐☐
Ride	☐☐☐☐☐
Seduce	☐☐☐☐☐
Shift position	1d6
Strike back	☐☐☐☐☐
Stunt	☐☐☐☐☐
Summon	☐☐☐☐☐
....	☐☐☐☐☐
....	☐☐☐☐☐
....	☐☐☐☐☐
....	☐☐☐☐☐

STY + 2

⚃ OPPORTUNISM

Abjure	☐☐☐☐☐
Channel	■■■☐☐
Conceal	☐☐☐☐☐
Crook	☐☐☐☐☐
Distract	☐☐☐☐☐
Dodge	☐☐☐☐☐
Fool	☐☐☐☐☐
Hide	☐☐☐☐☐
Hunt	☐☐☐☐☐
Incante :	☐☐☐☐☐
Peek an eye	1d6
Put to death	1d6
Recharge	☐☐☐☐☐
Sabotage	☐☐☐☐☐
Steal	☐☐☐☐☐
Survive	☐☐☐☐☐
Wrestle	☐☐☐☐☐
....	☐☐☐☐☐
....	☐☐☐☐☐

OPP + 3

⚄ SUBTLETY

Argue	■■☐☐☐
Barter	☐☐☐☐☐
Consacrate	☐☐☐☐☐
Cypher	■☐☐☐☐
Disarm	☐☐☐☐☐
Feel	■■■☐☐
Foretell: Herbs	☐☐☐☐☐
Identify	■■☐☐☐
Incante : Water	■☐☐☐☐
Poison	☐☐☐☐☐
Repare/Fix	☐☐☐☐☐
Sermonize	☐☐☐☐☐
Speak	0d6
Study :	☐☐☐☐☐
Study :	☐☐☐☐☐
Sublimate	☐☐☐☐☐
Taunt	■☐☐☐☐
....	☐☐☐☐☐
....	☐☐☐☐☐

SUB + 3

⚅ DISCIPLINE

Analyse	☐☐☐☐☐
Command	☐☐☐☐☐
Confound	☐☐☐☐☐
Coordinate	☐☐☐☐☐
Defend	☐☐☐☐☐
Heal	☐☐☐☐☐
Improve	☐☐☐☐☐
Incante :	☐☐☐☐☐
Look out	☐☐☐☐☐
Pray	☐☐☐☐☐
Reload a bow	1d6
Reload a crossbow	2d6
Reload a firearm	3d6
Search	☐☐☐☐☐
....	☐☐☐☐☐
....	☐☐☐☐☐
....	☐☐☐☐☐
....	☐☐☐☐☐
....	☐☐☐☐☐

DIS + 2

RANGED WEAPONS	POW	Rate	Range	Rel.	SIZE	Conc.
	d6					
	d6					
	d6					
	d6					

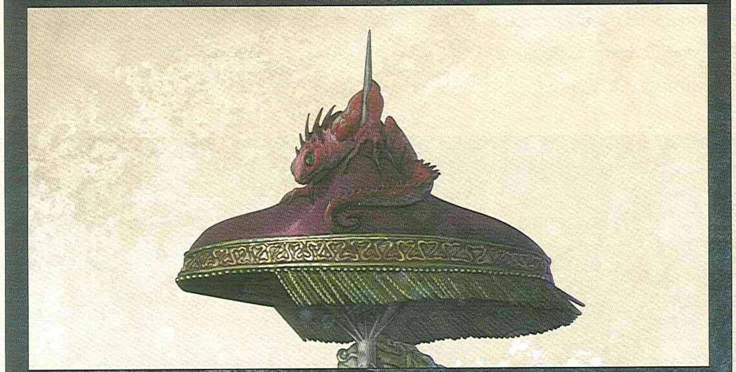
REACH

		7	7		
7	6	6	6	6	7
6	4	2	2	4	6
6	3			3	6

MELE WEAPON	Par. Mod.	DAM	Type	Reach	SIZE	Conc.
Claws	-	-1	S	0	-	NA
Teeth	-	-1	P	0	-	NA

RACKHAM

ARTIFACTS



The following artifacts are reserved to S'Ygma

Arykao's Parasol gives to the friendly Ophidians, situated within eight squares of him, Insensitive/3 against spells and Insensitive/5 against spells of Light. S'Ygma benefits from both effects.

The Orb of Destruction is set on top of S'Ygma's cane. It is activated, along with a 1d6 fact with the expense of one to five mana points of any Element. A character situated within 8 squares of S'Ygma suffers a Damage roll with a POW equal to the number of gems spent. This roll follows the same rules as any spell.

KNOWLEDGES

Administration : Cadwallon	☐☐☐☐☐	Fiefdom : Soma	■☐☐☐☐
Administration :	☐☐☐☐☐	Fiefdom :	☐☐☐☐☐
Culture : Snake	■■☐☐☐	Fiefdom :	☐☐☐☐☐
Culture : Naherys	■■☐☐☐	Language : Ophidian	■■■☐☐
Faction :	☐☐☐☐☐	Artifacts (magic)	■■☐☐☐
Faction :	☐☐☐☐☐	Entities	■■☐☐☐
Faction :	☐☐☐☐☐	Primagic	■■■☐☐
Region :	☐☐☐☐☐	Typhonism	■■■☐☐
Region :	☐☐☐☐☐	Enskem	■☐☐☐☐

CONTACTS

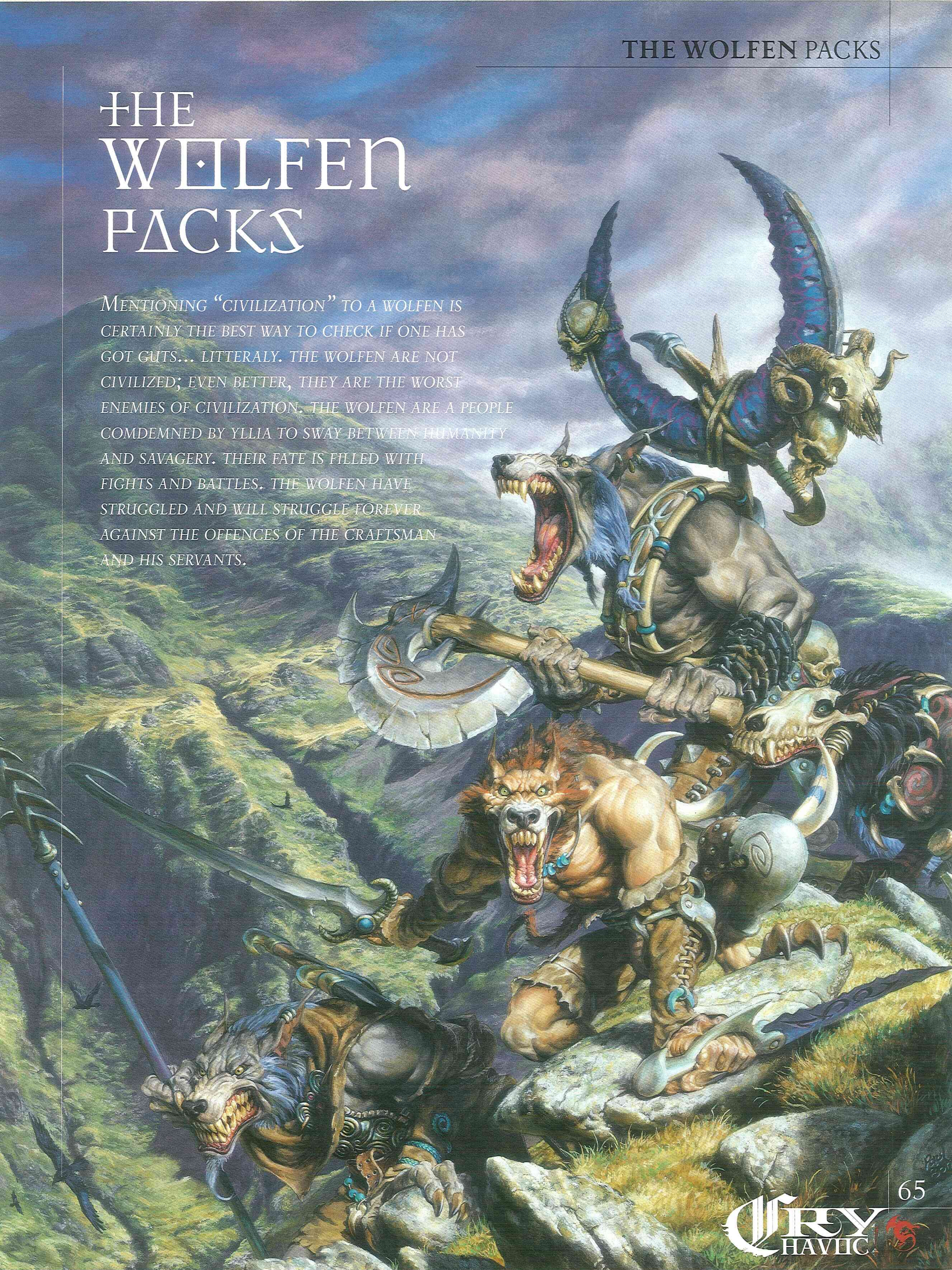
NAME (ATTITUDE)	Intimacy	Localization	Page
Duc de Cadwallon	.... ☐☐		
...Sulandra the grey.....	.... ■■		
........No One..........	.... ■■		
....	.... ☐☐		
....	.... ☐☐		
....	.... ☐☐		
....	.... ☐☐		
....	.... ☐☐		

EQUIPEMENT

	Weight		Weight
☐ Attires (x3)	3	☐	....
☐ Purse (x3)	-	☐	....
☐ Gem case	1	☐	....
☐ Familiar of Darkness	-	☐	....
☐ Immortal minor gem (WATER)	0,5	☐	....
☐ Immortal minor gem (DARK)	0,5	☐	....
☐ Calligraphy ustensils	3	☐	....
☐ Arykao's Parasol	2	☐	....
☐ The Orb of Destruction	3	☐	....
☐ Fine quality sworb	2	☐	....

Ducats : 185

TOTAL (Kgs): 15
Bulk : 0



THE WOLFEN PACKS

Mentioning "civilization" to a wolfen is certainly the best way to check if one has got guts... litteraly. The wolfen are not civilized; even better, they are the worst enemies of civilization. The wolfen are a people comdemned by Yllia to sway between humanity and savagery. Their fate is filled with fights and battles. The wolfen have struggled and will struggle forever against the offences of the Craftsman and his servants.

WOLFEN ORGANISATION

A Wolfen only needs his pack; he only knows the authority of his leader. For him, the pack is the perfect compromise between the requirement of collective survival and the rejection of civilization. It is the only healthy and reasonable organization. Beyond it there is only decadence, weakness and fear. When the weak go in herds, the strong go in packs. The pack's duty is to maintain the herd at a reasonable level. The pack must also destroy anything that might endanger this balance. Since the Wolfen are the ultimate predators, they are destined to be the only rulers of nature and to be its merciless guardians for eternity. So it was decided by Yllia!

The pack can only be by its strongest member. The only way to designate him is a fight to death. It benefits to the pack as a whole. The weak die, the strong survive and prosper. The latter learn a precious lesson: One *becomes* strong. Strength must be developed, cultivated, as the tree begins as a young shoot to become the powerful rampart of the forest.

This summarizes Wolfen society; everything else is physiology and instinct, aspects which deeply affect social organization.

The Wolfen is condemned to deal with incompatible impulses, from burrow to barrow.

The young-fangs are born in litters of three to six after a nine month gestation. Giving birth is particularly dangerous since young Wolfen are capable of feeling the Spawning of Devastation from the eighth month. Even is they are not able to fight, they can still endanger their brothers and sisters as well as their mother.

After birth, the young-fangs are still a long shot from safety. For the two first weeks they are almost defenseless: they already have their fangs and claws but they don't have enough strength to use them with efficiency. The least mishap, the slightest failure and they are condemned. The pack cannot allow itself to take care of the weak or the impotent. Besides, the young Wolfen will often kill each other! Once more it is instinct against instinct. On the one hand the members of the pack get rid of what hinders them. On the other hand it prompts the mothers to do anything to protect their young. A female Wolfen can give in to a terrifying fury to protect her progeny. This rage can give her the power to kill anyone one who threatens her cubs, even the pack leader. In such fierce fights, Yllia herself inspires great feats to the female.

◆

Despite the mothers' care, less than one out of three cubs survives beyond the first year. This period is difficult for females also: one out of five doesn't recover after giving birth or dies protecting her cubs.

Beyond this point, the young predator grows while his nature urges him to kill anything in bursts of blind rage. The young-fang's character remains hectic for three to six years. Any inconvenience might send him down the path of fury, and reason will only come back once the whelp has exhausted his energy against everything that surrounds him. The Wolfen believe this period to be very important for the young-fangs. It is during these early years that the elders estimate if the young one is able to overcome the curse of Yllia. If they decide that the goddess' grasp is too strong on the young Wolfen's soul, he is abandoned. He will then either die... or join the roaming bands of Vile-Tis!

At the age of three, the young Wolfen are weaned: they are considered fangs. It is time for them to learn. In the settled packs, the elders are in charge of their education. Roaming packs rarely have the means to secure the survival of the young.

Until they are six, the fangs learn to live in a pack. They especially learn to control themselves.

When they are six, the fang has finished growing up and becomes a fang warrior. He has reached his adult shape and has all the reflexes of a predator. He then joins the pack and leaves the protection of his mother, who can from then on look for a new partner: in fact a female Wolfen will refuse any contact with males as long her cubs have not become adult.

The evolution of a Wolfen isn't still finished yet... For the twenty coming years, if he survives, the Wolfen progressively gains in strength and in experience, until he becomes a predator of blood. Once at this point, he believes he is able to challenge the leader of the pack. Most Wolfen die during the ensuing fight. The others a banished by the leader or, for a very few, they win and overthrow the defeated leader. Victory is most often due to a leader's old age.

Sometimes, when he doesn't believe his strong enough to defeat the leader, a Wolfen convinces a few companions to follow him; thus founding an ephemeral roaming pack. The surface of Aarklash has only very few places left to settle. They must keep hunting because the needs of a Wolfen pack are great. They also have to fend off the predators whose territory they have violated. As long has it does not control fixed hunting grounds, the pack cannot secure the survival of its young-fangs. The fate of a roaming pack depends either on the constant arrival of new members to fill in for the losses, or on the discovery and conquest of hunting grounds.

The Wolfen almost always have a violent death during this period of their existence. Yet the survivors, can access the ultimate level of the evolution of their species, during which they develop their Intelligence and their Instincts rather than their strength and savagery.

Some, who have been banished by their pack leader, become lonewolves and discover the arcana of magic. The others who haven't had the opportunity, the will or the physical means of challenging the leader, slowly grow older and weaker. All learn to tame the beast within and to hinder their savagery. Yllia does not take her eyes off the elders: they are the ones who have learned to sustain her gaze.

Yet the elders are rare among the Wolfen, which makes them even more precious. They teach the young and train them to master themselves, they explore the ways of magic, or develop their faith in Yllia. Halas, too few Wolfen have the necessary discipline. The killer instincts are so strong in them... They must learn to tame it without choking it, learn to listen to it without always answering its call. It is one of the quests of the Wolfen of Yllia: learn to harness their instincts without subduing them.

THE SPAWNING OF DEVASTATION

For a few years now the Wolfen have had to deal with a phenomenon that the Fang priests and shamans have problems understanding. Ophyr the Guardian has called it the "Spawning of Devastation". Some see a curse in it; others see a message sent by Yllia.

The Spawning of Devastation urges the Wolfen to boundless savagery. It heightens their thirst for blood and combat to levels unseen before. The younger generations are particularly prone to developing it. Not only does it threaten the unity of the packs, which see their traditions spoiled in bursts of uncontrollable fury, but it could also endanger the Wolfen people as a whole. The brutality and the number of raids against the humans have increased tenfold. There will come a time when the anger of human nation will push them to ally against the Wolfen.

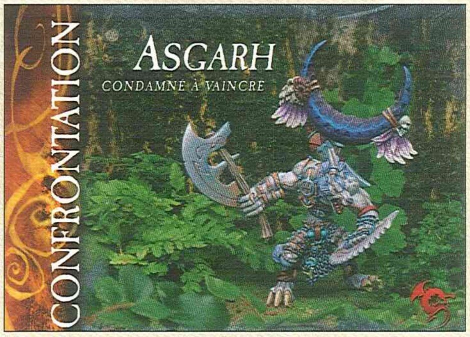
THE THRONE OF STARS

Emblem: A wolf's head eating a shooting star.
Gods and protectors: Yllia.
Territory: South of the forest of Caer Mnà.
Pack leader: Killyox (First Incarnation) and Onyx.
Favorite allies: Daïkinee elves.

Some packs are almost destroyed because of powerful and fierce enemies... Others because of pure blindness. The Throne of Stars is of the latter kind. Its members claimed to be the ultimate representatives of there race. They estimated that they embodied all the qualities of the Wolfen, even more than the Red Oak. Among them Managarn was a particularly promising Wolfen. When she left the pack to join the ranks of Vile-Tis, Killox, then leader of the Throne of Stars, sent his best warriors to force her back into the pack. But they all perished and the pack, having lost its young blood, fell under the blows of the enemy, a coalition of Mid-Nor dwarves and Acheron necromancers.

The sole survivors were Killyox, who stepped down, Onyx, who took the lead of the Throne of Stars, and Irix. Onyx has since rebuilt the pack's pride. He gathered a handful of Wolfen selected for their unfailing motivation and their devotion to their people's ideals. The new members are even more arrogant than their late predecessors. Each one of them shows greater savagery than the next, piling up dead preys, looking to drench the defeat of the pack in their enemies' blood. Fanatically devoted to Onyx, they obey him with great efficiency and speed.

Killyox was so sure of his own power and of his pack's superiority that he failed to carry out his duty. He had led his brothers to destruction. One would think that this failure would have taught something to his successor. But there are many ways to interpret a defeat: for **Onyx**, the new leader of the pack, the failure of the Throne of Stars was due to the mediocrity of its former members. Therefore he constituted a smaller pack, following even more severe criteria than Killyox. Time will tell if the new leader is a visionary or a madcap.



THE PATH OF OPAL

Emblem: A sitting wolf, howling under Yllia.
Gods and protectors: Yllia.
Territory: Môrn.
Pack leader: Asgarh.
Favorite allies: Daïkinee Elves, Concord of the Eagle and Immortals of Destiny.

The origins of the Path of Opal can be traced back to the time when the Wolfen went on all four, and it is the pack's pride. Their bloodline is as pure as it is ancient. The stone circle they guard, Môrn, is the most powerful one remaining under Wolfen control. The blood of the Worgs has always been strong in this pack. It is a force and a weakness at once.

This prestigious ascendancy explains why the Wolfen of the Path of Opal are stronger, swifter and more resilient than the rest of their kind. Their magicians are the holders of ancient and powerful energies. They learn to draw wonderful resources from their gems.

Anyway, because of this ascendance, the pack is subjected more than any other to the curse of Yllia, the Spawning of Devastation. The Wolfen of the Path of Opal often become uncontrollable, attacking both allies and enemies. A good many battles plans were worn torn apart, under the cruel eye of Yllia, by such fury and madness.

The Moon goddess takes as much as she gives, thus the thickest blood is often the most unreliable.

Asgarh leads the Path of Opal. Among all pack leaders, he is the strongest and most experienced. Besides he leads a well respected pack. If the Wolfen needed a leader for all their packs, it could only be Asgarh. In fact, with the dawning of the Rag'narok, he was even chosen to bear the sacred weapons of Yllia. These artifacts are so powerful that they had been given to several pack leaders to avoid the dominance of one pack over the others. Anyway, Asgarh is a wise and cautious warlord. Every single pack has absolute confidence in him.

THE HOWLING PACK

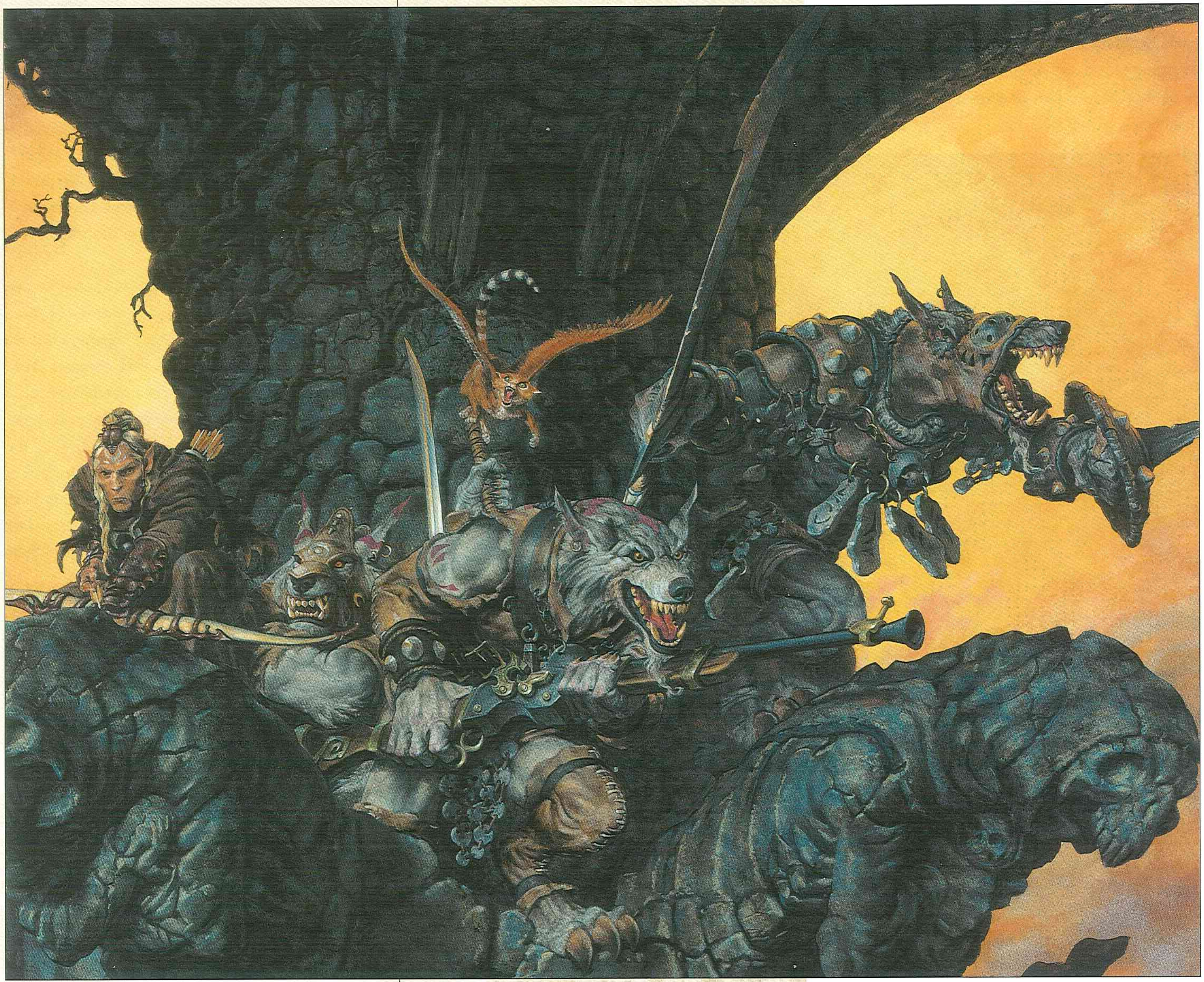
Emblem: A wolf's head, devouring a ducat.
Gods and protectors: Yllia, the Guild of Goldsmith.
Territory: Cadwallon.
Pack leader: Agyar the Unyielding.
Favorite allies: Cadwë Mercenaries.

Although the Howling pack has settled in Cadwallon, it is a roaming pack. Even if Agyar and his companions live in the city, there is no stone circle; therefore they cannot be considered settled. One also has to take into account that other Wolfen claim certain territories of Cadwallon (the fief of Gamehead, notably). Agyar has managed to avoid the difficulty by raising a small free league. The league is essentially composed of Wolfen pariahs. Thus Agyar doesn't have to claim a territory and can even deny the fact that he is leading a pack.

The main asset of the Howling pack is not its striking power or the size of its territory, but the protection the guild of Goldsmith provides them. (See *Cry Havoc 10*) This patron is a precious ally in Cadwallon, the "city with a heart of gold". The guild is the main employer of the league, and Agyar as carried out for them quite a few delicate if not...illegal missions. Four individuals form the core and the soul of this pack: Agyar the Unyielding - its founder-, Kaëliss the Silent, Lykaï the Freed and Saphyr. They were all gathered for the first time during one of these missions. No one knows what happened during this adventure, but when the four came back, they were more than a league of mercenaries... They had become a pack, bound by brotherhood, and, some say, a dark secret.

The Howling pack accepts all candidates, as long as they have the required qualities. The reasons pushing them on such a path have little to no importance. Pariahs, repentant, renegades, even other races are welcome. Yet, the selection trials are difficult to clear for a human or an elf: the power of a Wolfen is required to overcome them.

Agyar the Unyielding is an unusual pack leader. He sees the Howling pack as a free league and leads it as such. Thus, caring little about nature's protection or Wolfen honor, he is only interested in his own income, in his companions' profit and in the leagues prosperity. He defends the interest of the guild of Goldsmith and particularly the profits of his master, Darehvan. This does not mean that Agyar has no Wolfen honor or that he despises the heritage of his prestigious ancestors. He has been witnessed sending his league into uncertain fights to protect Wolfen sepulchers from grave-robbers...once the pack's contract with the profaners had been fulfilled, of course.



THE RED OAK

Emblem: The symbol of a tree, drawn in red blood.
Gods and protectors: Yllia and the spirits of the forest.
Territory: The forest South east of Diisha.
Pack leader: Syriak.
Favorite allies: Immortals of Destiny.

The Red Oak is a symbol for the Wolfen: it incarnates the merciless savagery and unstoppable force of their species. The members of this pack are the loyal defenders of nature, their faith cannot be doubted. Their sacred vestals are known for their devotion and the extent of their powers. The rites of the Red Oak, notably hunting rites, are in fact well known for their efficiency: a prowler under their effect becomes almost invisible.

And yet, despite their power, the pack is facing an unsolvable problem. The pack has always ruled the south of the Forest of Diisha. But not so long ago, the Mif-Nor dwarves have begun an insidious war. They have transformed nature itself into an enemy: slowly, the spirits of the forest are being corrupted and the woods are being invaded by creatures of Darkness.

The situation has become so serious that the spirits of nature have tied a unique alliance; some say it even serves the plans of the Possessed. Preferring death to corruption, the immortals of nature sacrifice their essence to invest the Wolfen with great powers.

The pack leader of the Red Oak, Syriak, is one of the greatest fang priests to ever serve Yllia and the Wolven cause. His faith in the goddess reaches beyond the Spawning of Devastation. Rather than giving in to the predator, Syriak is capable of summoning forces to feed the brazier of his faith, In order to become a true beacon, shedding light upon the souls of his brothers.

THE TWILIGHT HILLS

Emblem: A reassembled circle of split stones.
Gods and protectors: Yllia.
Territory: Between Caer Mnà and the plateau of giants.
Pack leader: Isakar the Watcher (Second Incarnation).
Favorite allies: Sessair Kelts.

The pack of the Twilight Hills came closer to destruction than any other. A band of mercenaries fell upon the stone circle and exterminated all its members, save one: despite his wounds which would have killed any other Wolfen, Isakar the Watcher survived. Then, with the help of the Sessair, he got his revenge on the mercenaries and once this done, he worked to see his pack rise again.

Nonetheless, the Twilight Hills are still far from being able to show the arrogant confidence of the more important and more powerful packs. They are still seeking to avenge their honor in mercenary blood, in the blood of all the mercenaries of Aarklash...A quest that will probably never end!

Isakar can still count on the Sessair living nearby to protect his territory. The numbers of the pack is too low to take any risk. Thus, the Twilight Hills welcomes almost all those who present themselves, without any other condition than good will and the unavoidable submission to the pack leader.

Besides, the Watcher is teaching part of the knowledge he gained from the humans: the rules of strategy and tactics are taught to the pack. Of course, the Twilight Hills is far from the strategic fineness of Barhan or Dirz Generals. Nevertheless, the pack successfully uses surprisingly efficient guerrilla techniques... which are quite unexpected for Wolfen.

Isakar the Watcher is the leader and the soul of this pack. His exploits have become legendary: anyone else would have abandoned after the fall of the Twilight Hills. Isakar, on the other hand, brilliantly avenged his kin. He fought for his honor and has become a true Wolfen hero. A great part of the Twilight hills success is directly linked to Isakar. His renown has drawn the young warriors to him. His intelligence and his open mind inspire them on the battlefield.

THE WHEEL OF DREAMS

Emblem: A wheel with five irregularly placed spokes.
Gods and protectors: Yllia and Mnemosyne.
Territory: East of the plateau of giants and Gandhar, the Realm of illusions.
Pack leader: Killyox the Exiled (Second Incarnation).
Favorite allies: Concord of the Eagle and Immortals of Destiny.

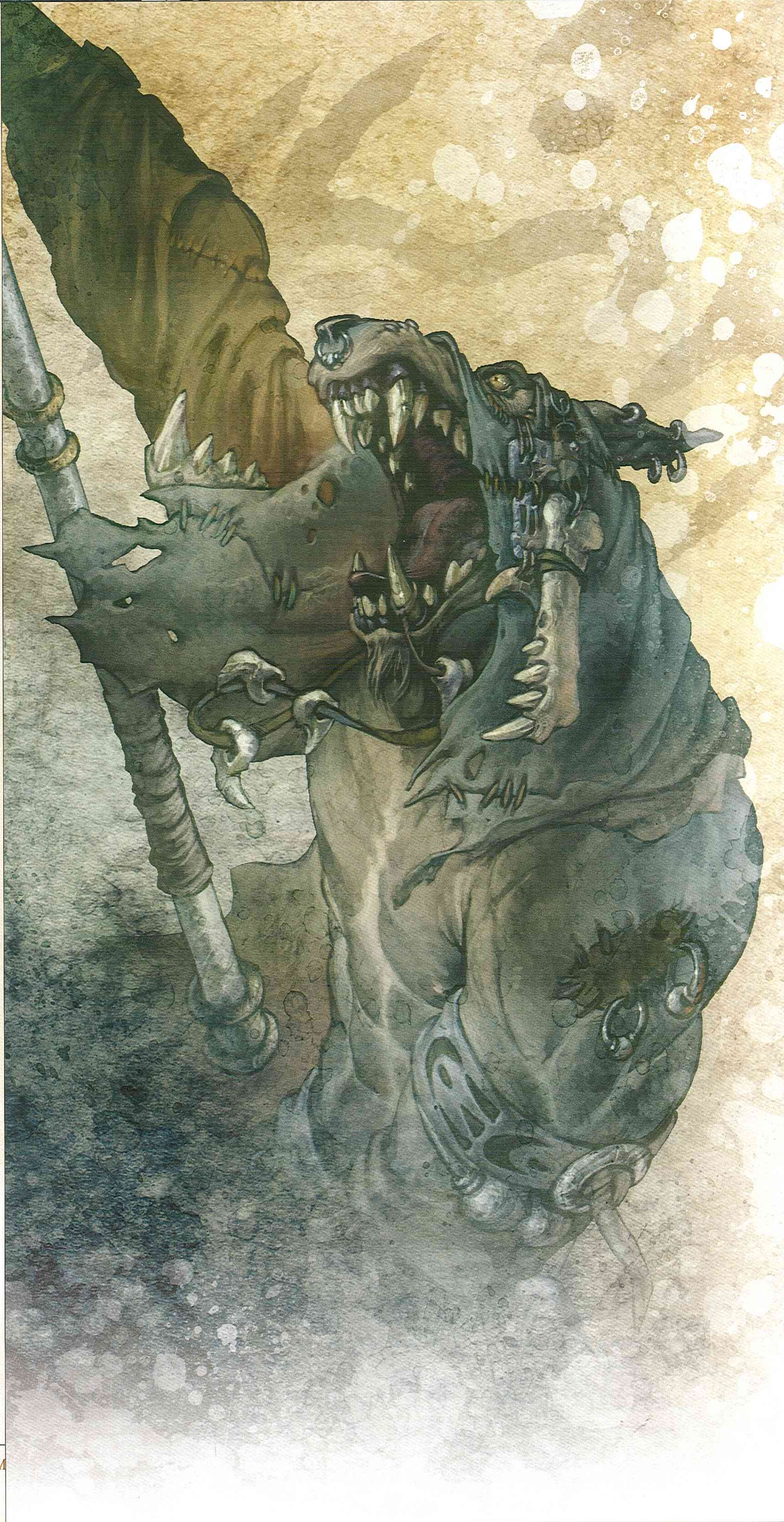
The Wheel of Dreams is renowned among Wolfen for being a group of worthless rogues. These pariahs were simply lucky enough to find a territory. The wicked of the Wheel are well satisfied with this reputation even if it is far from reality.

It is true that the Wheel of dreams is especially proud of its Artifact hunters. The latter furtively intrude the enemy encampment to steal their precious belonging. This pack doesn't rely entirely on its fang warriors, who are as dangerous as any other Wolfen. It is all part of the Wheel's survival tactics. In fact, strange allies have appeared in their stone circle. If the others knew of these guests, the Wheel of Dreams would be immediately exterminated.

The magicians of the pack have thus acquired an extensive knowledge of the Whispers, thanks to Mnemosyne, the Sihir of Water. She revealed to them secrets which have greatly enhanced their powers.

The protector of the pack has opened the gates of Gandhar, the Realm of Illusions, to the Wolfen. Some of the Wheel's rogues claim to have met Certaris, a patriarch of Acheron who is supposed to be deceased. Ever since, the Wheel of Dreams roams the Realm of Gandhar, fulfilling their part of their secret agreement. Some important characters, such as Kaïan Draghost, founder of Acheron and executioner of Certaris are interested in these rumors, but haven't found anything yet.

Killyox the Exiled (Second Incarnation) leads the Wheel of Dreams. Once proud and untamable, he has become a wise and cautious pack leader after his defeat. The almost complete extermination of the Throne of Stars taught him that arrogance and brute force are not the answer to everything. Killyox's shattered standard is there to constantly remind him of this bitter lesson



THE FOUNDERS OF THE HOWLING PACK

The pack accepts other members. But its heart is composed of the four who have been part of the pack since the beginning. They are united by an unfailing friendship. They are: Agyar the Unyielding, Kaëliss the Silent, Lykaï the Freed and Saphyr.

KAËLISS THE SILENT

Race: Elf
Culture: Scarab
Trades: Craftsman 2/Guide 2/Shooter 2
Potential: 5
Dominant attitude: Sleight
Size: Medium (3) **Power:** 3

Movement: 5
UN ☐☐☐
LW ☐☐☐
SW ☐☐☐
CW ☐☐☐
INC ☐☐☐

Distinctive features: Bane/Shooter (Feat), Feint (Feat), Pariah (Feat), Regeneration (Distinctive feature), Scout (Feat).

Characteristics:
- PUG 3
- SLE 4
- STY 4
- OPP 3 (DEF 4)
- SUB 3
- DIS 2 (MAS 3)

Knowledges:
- Region (Cadwallon) 2
- Fiefdom (Den Azhir) 2
- Knowledge (daïkinee craftsmanship) 2

Weapons :
Daïkinee bow, Scimitar.

Contacts :
None

Armor:
Tunic of Elytre.

Abilities:
- Crook/OPP 2
- Design (Inert)/SLE 1
- Examine (Inert)/STY 2
- Fix (Inert)/SUB 2
- Hide/OPP 1
- Identify/SUB 1
- ffImprove (Inert)/DIS 1
- Look out/DIS 6
- Operate (Machine)/SLE 2
- Ride/STY 2
- Search/DIS 2
- Shoot/SLE 5
- Slash/PUG 1
- Strike back/STY 1
- Survive/OPP 2
- Swim/PUG 1

Equipment:
Tunic of Elytre
Scimitar
Daïkinee bow
50 Arrows
5 Alabaster bolts
Purse x 3
Horse
Climbing harness
Climbing hook
Rope
Phial (oil)
Lantern
Rucksack
Satchel
Shovel
Pickaxe
Toolkit
Make-up case
Calligraphy utensils
Worn clothes x 3
500 Ducats

LYKAÏ THE FREED

Race: Wolfen
Culture: Cadwallon (lower city)

Trades: Shooter 5
Potential: 6
Dominant attitude: Pugnacity
Size: Large (4)
Movement: 6
Power: 4
UN ☐☐☐☐
LW ☐☐☐☐
SW ☐☐☐☐
CW ☐☐☐☐
INC ☐☐☐☐

Distinctive features: Born Killer (Feat), Consciousness (Feat), Harassment (Feat), Pariah (Feat).

Weapons:
Scimitar, Target.

Armor:
Leather armor.

Knowledges
- Fiefdom (Var-Nokkt) 2
- Fiefdom (Rampart) 2

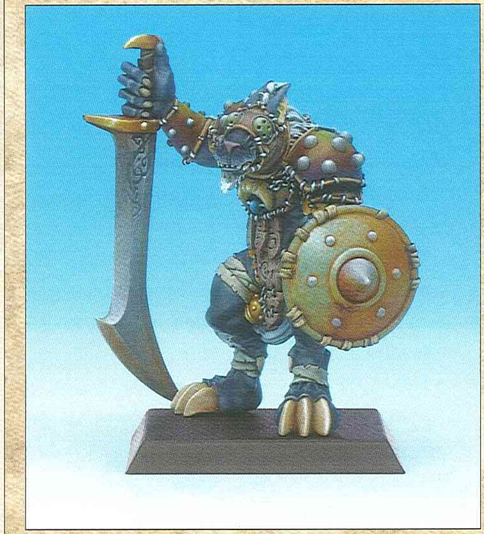
Characteristics:
- PUG 4
- SLE 3
- STY 2
- OPP 3 (DEF 4)
- SUB 2
- DIS 2 (MAS 3)

Abilities:
- Aim/SLE 5
- Climb/SLE 3
- Crook/OPP 2
- Defend/DIS 3
- Hide/OPP 4
- Identify/SUB 4
- Look out/DIS 5
- Pierce/STY 2
- Shoot/SLE 5
- Strike back/STY 4

Contacts:
General Lieutenant Kaltyr

Equipment :
Musket of the Wolf
Leather armor
6 knives
Powder and 50 musket bullets
Purse
Worn clothes
350 Ducats
Telescope

AGYAR THE UNYIELDING



Race: Wolfen
Culture: Cadwallon (upper city)
Trades: Emissary 2/ Guard 5
Potential: 8
Dominant attitude: Pugnacity
Size: Large (4)

Power: 4
Movement: 6
UN ☐☐☐☐
LW ☐☐☐☐
SW ☐☐☐☐
CW ☐☐☐☐
INC ☐☐☐☐

Distinctive features: Authority (Feat), Born killer (Feat), Pariah (Feat).

Characteristics:
- PUG 4
- SLE 2
- STY 3
- OPP 2 (DEF 3)
- SUB 3
- DIS 3 (MAS 4)

Weapons:
Cimeterre, targe.

Armor:
Breastplate of Kernis.

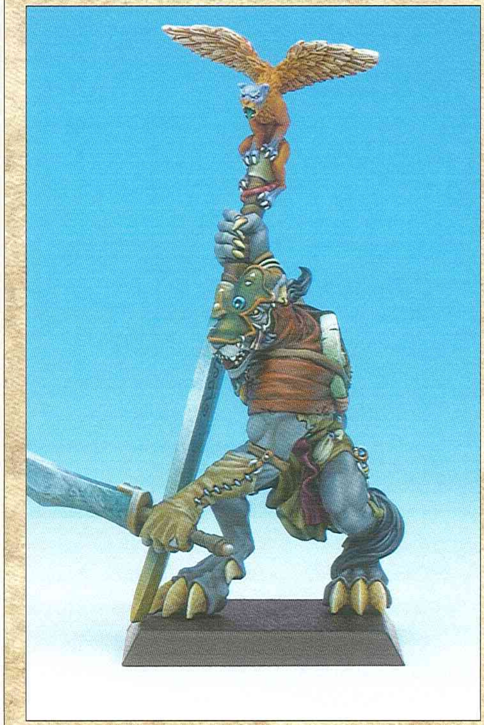
Knowledges:
- Administration (Cadwallon) 2
- Faction (Goldsmiths) 5
- Fiefdom (Den Azhir) 5
- Language (Cadwë) 2
- Nature 2

Contacts :
Aralk
Frol
Migaïl the Selenite

Abilities:
- Analyse/DIS 2
- Argue/SUB 1
- Bash/PUG 1
- Command/DIS 1
- Confound/DIS 3
- Defend/DIS 2
- Feign/STY 2
- Fool/OPP 1
- Hunt/OPP 4
- Identify/SUB 5
- Intimidate/PUG 5
- Look out/DIS 5
- Lunge/SLE 2
- Negotiate/SUB 2
- Parry/STY 4
- Seduce/STY 1
- Slash/PUG 5
- Slither/SLE 1
- Wrestle/OPP 5

Equipment:
Scimitar
Composite armor
Target
Breastplate of Kernis
1500 Ducats
Seal of the guild of Goldsmiths
Key ring
Uniform
Telescope
Attires
Purse
Make-up case
Calligraphy utensils

SAPHYR



Race: Wolfen
Culture: Wolf
Trades: Sleuth 2 /Soldier 2/Warrior-mage 2

Potential: 5
Dominant attitude: Pugnacity
Size: Grande (4)
Power: 4
Movement: 6
UN ☐☐☐☐
LW ☐☐☐☐
SW ☐☐☐☐
CW ☐☐☐☐
INC ☐☐☐☐

Distinctive features: Born killer (Feat), Hard boiled (Feat), Warrior-mage (Feat).

Characteristics:
- PUG 5
- SLE 3
- STY 3
- OPP 2 (DEF 3)
- SUB 2
- DIS 2 (MAS 3)

Weapons:
Bastard sword.

Knowledges:
- Nature 2
- Fiefdom (Den Azhir) 2
- Faction (Goldsmiths) 2
- Language (Cadwë) 2
- Primagic 2

Armor:
Studded leather armor.

Contacts:
Migaïl the Sélénite

Abilities:
- Charge/PUG 1
- Endure/PUG 3
- Hide/OPP 2
- Hunt/OPP5
- Identify/SUB 2
- Incantate (Water)/
- PUG 2
- Intimidate/PUG 2
- Look out/DIS 2
- Parry/STY 3
- Search/DIS 1
- Slash/PUG 3
- Slither/SLE 1
- Subdue/PUG 1
- Wrestle/OPP 3

Equipment:
Orfraie
Bastard sword
Studded leather armor
Purse x 3
Gem case
Minor immortal gem
Soft leather armor
Shield
Chest
Rucksack x 3
Sword
Sheet of parchment x 5
Phial (oil)
Lantern
Calligraphy utensils
Uniform
Clothes
Worn clothes x 2
Dagger
700 Ducats

THE KHOR MAY DIE, BUT WILL NEVER SURRENDER.

The hoofs of the mechanized razorback sunk deep into the layer of dead leaves. Autumn had taken Aarklash by surprise and the night was cool. Cramped in his Khor armor, Ulgar felt the cold slowly slipping through the steel. He turned to his right and waved to his companion-in-arms, Bolghirk. The latter threw the flask over to him. Ulfar drank a mouthful and handed the flask to Velgar. The three knights of Uren blessed the sweet nectar which kept their bodies warm. The patrol was going to be long; they needed to be ready to face the combined forces of cold and boredom, which was at least as bad as fighting against the Possessed.

Ulfgar gave a worried look around him. Even without their leaves, the trees prevented him from seeing further than a few meters ahead of him. He was still able to see the boors which accompanied his detachment. Despite being part of different army corps, all the dwarves on patrol felt a genuine brotherly bound. They fought under the colors of Naël-Tarn with exceptional sternness...even considering dwarven standards.

As the patrol slowly walked through the woods, Bolghirk halted suddenly and gazed into the dark. With a discreet move, he pointed at a copse. Short silhouettes were preparing an ambush. Ulfgar spurred his mount forward as if nothing had happened, yet silently warned the boors about the threat ahead. The alphax discipline forged through exhausting training would give the dwarves the edge if they had to fight back. Ulfgar could have called for a retreat, but he was well ready to deal with the enemy.

A few meters from the copse, Ulfgar evaluated that going any further would trigger the ambush. He wheeled his razorback around; and dashed away closely followed by his two companions. At the same moment, demonic creatures jumped from under the foliage. Too late. The Khor knights were already out of reach and the Mid-Nor sentinels only found the steadfast boors waiting for them.

Riding round the copse, Ulfgar congratulated himself for his guile and silently taunted the Despot's spawn. Despite the darkness, he spotted the warriors of the Abyss fleeing the fight to warn their leader of the presence of the forces of Naël-Tarn.

Bolghirk and Velgar hesitated a second, probably worried about the boors' fate. But Ulfgar set the pressure in his boiler and bellowed an assault order which showed no hesitation. In unison, the three dwarves triggered their thermic-thrusters and darted through the trees like cannon balls; their boilers leaving a long plaintive wail in their track. With very little time to react, the Possessed were all literally pulverized. All save one.

Ulfgar was about to pursue the survivor, when the ground shook under the hoofs of his razorback. The layer of dead leaves ripped open and a monstrous worm squirmed from the entrails of the earth. Too close to be charged at pace, Ulfgar had no other option but to pound it. Foul smelling black blood abundantly gushed onto the Khor's armor. But the beast was still wriggling. With steam still flowing from their helmet, Bolghirk and Velgar were about to give him a hand when the ground vomited another pair of Chtonian spawns.

After receiving another blow, the larva that Ulfgar was fighting gave a pathetic squeal and slowly fell on the soft ground. Bolghirk wasn't so lucky; his opponent had bitten his neck and a green fluid oozed from the gash. Velgar was raging and maneuvering his razorback to trample the worm which kept dodging him with phenomenal speed, lashing the air with its clawed tail.

Ulfgar charged Bolghirk's opponent and slashed through the monster's entrails. Before the eyes of the two terrified warriors, the wound healed instantly. Ulfgar didn't give up. He increased the pressure in his boiler and was about to trounce the larva, but didn't have the time to strike. The ground shook once more. So many creatures sprang from underneath them, that the ground crumbled under the razorbacks' hoofs. Ulfgar toppled over. For a second he saw Yllia high in the sky, and everything went black.

◆

The fall took such a long time that Ulfgar fell into a utterly dark slumber, without any dreams or nightmares. After what seemed like eternity, a slight prickle woke him up. He was lying naked on the damp ground of a cave. A small rag-doll was walking on his right leg. The toy held a needle and was trying to drive it through the dwarf's flesh. Ulfgar angrily swept the cloth creature away, and got up to examine the area. He was unable to find where the bleak light came from and could find no trace of his mount, of his companions or of his steam powered gear.

The doll got back up. It gave Ulfgar a sorrowful and bitter gaze. The Khor was unable to look away and he felt remorse gnawing at his soul. He came closer to the doll and took it into his arms like a mother would pick up her child. The doll smiled and gave Ulfgar another look. The toy's rough features expressed gentleness and joy. Exhausted, the dwarf gave in to his feelings and left his gaze connect with the doll's...

Ulfgar was standing on top of a mountain of corpses. His barbed sword reaped the heads in a macabre harvest scene. In the distance, the flames engulfed Aarklash and the earth was torn open to welcome the warm dead bodies of his enemies. Women's moans reached the ears of the Mid-Nor warrior.

Ulfgar looked away. He was shivering and sweat ran down his temples, but he was still holding the doll in his arms.

—Who are you? The dwarf stammered.

—A friend. A Brothers-in-arms.

—No. You're a monster.

—Since you've fallen to the bottom of the Abyss, you're you the monster.

—I will not become one of you!

—To late...

As it spoke, the doll drove the needle into Ulfgar's arm. An intense pain knocked the warrior unconsciousness

Ulfgar had blown the doors of the stronghold to shards. Only young frightened warriors stood before him. Their fear fed his delight and he savored the warm blood drenching his face as the dwarves fell one after the other. No one could resist him. His determination was unwavering; he was supported by a whole people. He was dominating.

When the Khor knights came to meet him, he grabbed the first one so hard that his helmet fell off. The warriors face was no other than his own...

Ulfgar woke up once again. Both his arms were held by warriors of the Abyss. Facing him, a horned Possessed was approaching with a rusty butcher's knife in hand. The knight of Uren heard the clanging of the chains he had broken. His body was covered with the stigmata of the ritual torture he had endured. A single thought crossed his mind: survival!

With a vicious pull, Ulfgar managed to free his right arm and rip away the ragged face on a warrior of the Abyss. He then punched the collector who, caught off guard, fell over backwards. The last Possessed tried to knock the Khor knight out, but Ulfgar used the chain still bound to his wrist to immobilize his opponent.

Sitting on the sacrificial altar, Ulfgar firmly held his pray between his legs, while tightening the chain around his neck. It was time to see if the possessed needed to breath. For a second the Khor caught the strangely familiar gaze of his enemy. Doubt seized him; he tugged so hard on the chain that he pulled the dwarf's head off. Then grabbing the knife, he finished off the two other Possessed out of rage.

Ulfgar slowly recovered his breath. He was in an underground room that seemed to be used as a workshop and also as a sacrificial chamber. In a corner, he spotted a pile of weapons and pieces of armor. As he got closer, he recognized his equipment and companion's.

Brushing Bolghirk's broken helm with his fingers, the Khor knight doubted once more. He gave a look behind him towards the corpses of the Possessed and wept. Falling on his knees, alone in the Chtonian complex, he wept like a child.

A whistle rang in the tunnels. A steam engine... Ulfgar suddenly remembered the mechanized razorbacks. He pulled his sword and his boiler from the heap of equipment, examined the pressure and ventured into the sole corridor leaving from the workshop.

Guided by the gentle hiss of the machine, Ulgar ran down the tunnels like a demon and eventually reached a cave similar to the one in his first nightmare. In the centre of this vast hollow, a Possessed was investigating the Khor knights' razorbacks. A little further away, two Chtonian larvae were feeding on the remains of a dwarf.

Gathering his last forces, his anger and his guilt, Ulfgar rushed unto the Possessed. His will to vanquish was so strong that his opponent didn't even resist the first blow. The Khor knight mounted and set the pressure to the maximum.

Led by its rider, the razorback headed straight for one of the giant worms and collided with it at full speed. The tusks of the metal brute ripped through the creatures flanks, the worm shriveled at once, convulsing. Ulfgar's spirit was back and he even managed to wound the other larva whose gaping mouth just snapped close to the dwarf's arm. Yet the monster's tail did not miss its target and sliced the dwarf's torso. The pain made him waver.

A greenish liquid trickled from the wide cut. Ulfgar concentrated to fend off the pain and activated his weapon's compressor. The heavy sword fell with such strength that the blow immediately killed the creature.

Finally rid of his opponents, Ulfgar inspected the far end of the cave. He found a tunnel wide enough to allow him to ride to the surface with his razorback.

His wound began to itch; the venom was working and his jailers were probably already on his tail. Ulfgar spurred his mount into the tunnel and softly praised the thermo-priests knowledge. At the end of the tunnel, he could see the light of Lahn.

He came out onto a slightly sloping prairie. Behind him, the forest. Before him, a battlefield. Ulfgar squeezed his boiler against his bruised body and sent a prayer to Uren. Before his eyes, the troops of Naël-Tarn were fighting the Possessed. The encampment had been attacked by surprise.

The knight contemplated the result of his incompetence. No patrol had warned the commander of the enemy's move and his stubbornness to thwart the ambush at cost the lives of many dwarves. Ulfgar didn't need much more to take a solemn decision. Activating his mount's compressor, he headed into the fray full throttle.

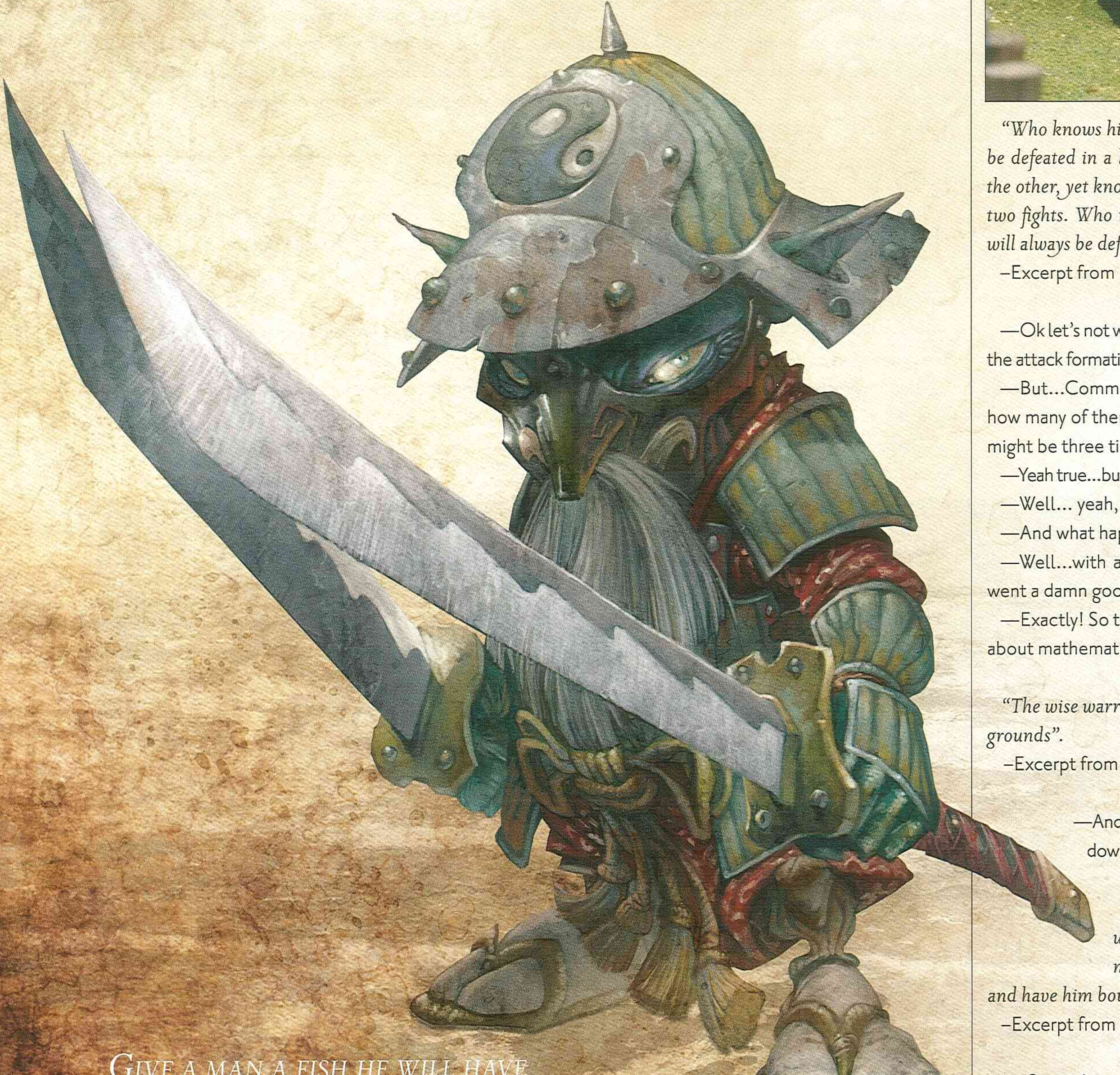
In the thunder of the charge, the knight couldn't hear the worrying whistle coming from the boiler, but felt it tremble. He increased the pressure even more and carefully aimed for an enemy unit about to attack... The shock was so violent that the mechanic boar ploughed through the Possessed ranks and ended its run right in the core of the fray.

Still strapped to his saddle, Ulfgar swung his sword to draw the attention of the Mid-Nor dwarves. Spotting a Naël-Tarn musician taking this opportunity to catch his breath, Ulfgar told him, with a wave of the hand, to call for retreat. The musician understood straight away what his comrade was about to do and he blew the call.

As his brothers fell back in good order, his enemies got ready for the quarry; Ulfgar remembered the ritual he had suffered, the loss of his companions and his own failures. He felt the heat radiating from his boiler and increased the pressure once more. A jagged blade stabbed him in the back, but Ulfgar refused to die. Time hadn't come yet. He bellowed an ultimate prayer to Uren. The Possessed rushed to disembowel him, but he still managed to kill a few before sinking under a swarm of rotting bodies.

The blast was so violent that it sent torn bodies throughout the battlefield. This unexpected blow sent the Despot's servants into disarray and allowed the dwarf troops the launch a large scale counter-attack which broke the enemy army. Ulfgar's remains were never found, but the knight of Uren's abnegation would forever remain carved into the memories of the warriors of Naël-Tarn.

THE PATH OF ÛRAKEN: PUTTING THEORY INTO PRACTICE



Give a man a fish he will have
enough to eat for a day.
Give him a fishing rod and he will have
enough to eat for his entire life.
Now try giving a fishing rod to a goblin
and he will manage to stick the hook through his lip.

"Who knows his enemy and knows himself, will not be defeated in a hundred fights. Who does not know the other, yet knows himself will be victorious once in two fights. Who neither knows the other nor himself will always be defeated"

–Excerpt from *Ûraken's treatise of martial arts.*

—Ok let's not waste time and get this over with! Send the attack formation order, we're storming the woods.

—But…Commander Scrofuhl, we don't even know how many of them are in there! You never know they might be three times as many as us.

—Yeah true...but we know how many we are, don't we?

—Well… yeah, I suppose we do.

—And what happened during our last battle?

—Well...with all due respect General, we underwent a damn good trouncing, sir.

—Exactly! So this time we are bound to win! It's all about mathematics, I tell ya!

"The wise warrior will always look to fight on higher grounds".

–Excerpt from *Ûraken's treatise of martial arts.*

—And I tell you that trees do not count! Get down from there now and join the others!

"If a well organized enemy comes upon you in greater numbers, you must focus on what is dearest to him and have him bow to your conditions."

–Excerpt from *Ûraken's treatise of martial arts.*

— Cozine!

—Yes, sir!

—What do you believe Wolfen cherish most?

—Hum… I'd say grub, sir.

—And what do you think a Wolfen eats?

—Usually I wouldn't know, sir. But here I'd say that we're on the menu if they're going to attack.

—AHA! We've got those mongrels! Send them a herald to tell them that I will not hesitate to throw half of our soldiers into the river if they dare show their muzzle!

"War relies on lies. If the situation is favorable to you, do not show it. Trick the enemy by feigning chaos."
–Excerpt from *Ûraken's treatise of martial arts.*

—Let's go over this one more time. Your fleet was clearly superior in numbers and you had favorable winds, alright?

—Yes, your Honor.

—And the entire enemy navy was caught between your ships and the reef, is that right?

—Exactly, your Honor.

—Therefore you shipwrecked one forth of your ships on the rocks, forced part of the crews to jump into the water and ordered to set fire to four other vessels in order to, as you said, "Give the illusion of disarray". Am I still exact?

—Yes, your Honor. I'll also add to my credit that I had the Vice-admiral's ship stormed to have it seem more convincing.

—And what happened then?

— What do you believe Wolfen cherish the most?
— Hum... I'd say grub, sir.

—Those half-wits fell for it. They steered and slaughtered us without even thinking a second that we could have had them just like that!

"The rules of military arts will have you surround the enemy if you are superior in numbers by ten to one; assail him at five to one. At two to one, you will divide him. When confronted with equal numbers, you must know how to fight. In inferiority, you must be able to defend yourself; and be able of evading him if he surpasses you in every way."
–Excerpt from *Ûraken's treatise of martial arts.*

—We have estimated the barbarian army at more or less two thousand men, General Nütz.

—And our numbers, Lieutenant?

—With the reinforcement coming from Klûne, we must be more than thirty thousand.

—That's at least two to one, isn't it?

—Hum, I'd say so. But they know we are here.

—What if they do, Lieutenant?

—Well didn't the wise say that "*a man who knows is worth two*"?

—Damn...How many is that then?

—Well it all depends General...Is a goblin who knows also worth two?

—There's nothing about that in the book.

—And if it does work for goblins, we will never have enough food.

—By the glands of Rat, it's too dangerous. Call for retreat!

"War is all about swiftness. Take advantage of the enemy when he is not ready, attack when not expected to; hit what is not defended"
–Excerpt from *Ûraken's treatise of martial arts.*

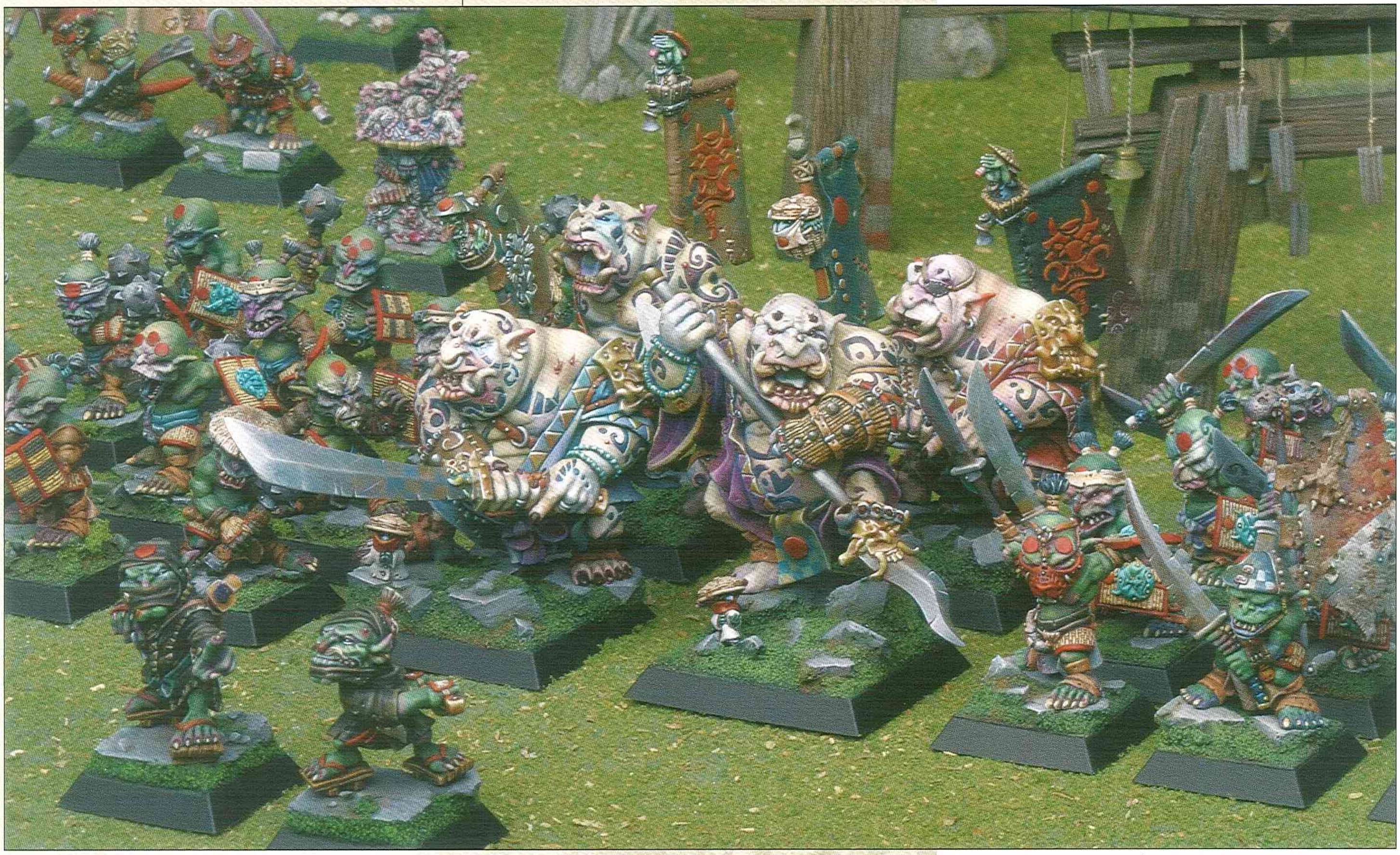
—Let's make thinks clear, Commander Khôstic, *Operation Maggot* was a model of execution and I cannot doubt that the plundering of twelve acres of apple orchard will be a serious blow to the Empire of Akkylannie. But what do you think I'm supposed to do with twenty eight tons of apple sauce?

◆

"A leader dishonored by defeat must wash away the humiliation with his own blood. By committing sepuku he will demonstrate his loyalty and his scorn for death."
–Excerpt from *Ûraken's treatise of martial arts.*

—Well then, sir, what do we do now? What does it say in the book?

—It says you've just been promoted.



Most of the excerpts from Ûraken's treatise of martial arts *were inspired by Sun Tzu's* The Arts of War.

THE BLACK FLAME

There are some dark dawns when Darkness seems it won't give way to Light, when all seems fixed for eternity, shrouded in ice, snow and silence. Often Death lingers in those early hours which neither belong to night nor day.

During such rigorous winters, rogue bands of Kelts raid Northern Barhan villages to steal provisions. It is difficult to be prepared for such attacks and to efficiently protect all the small hamlets spread along the border...

Half covered under a thick layer of snow, Syrgeat seem abandoned. Only a thin column of rising smoke betrayed human presence. Isolated North of the barony of Laverne, the humble farmers' village only sheltered men-in-arms that morning.

This time the plunderers had been spotted soon enough, and a company of spearmen supported by a detachment of paladins had been sent to ambush the raiders.

◆

Scrutinizing the misty plain once more, Bregan silently cursed the Kelt, he held them responsible for his presence in this crumbling house where an agonizing fire vainly tried to fight the freezing cold. He had spent the night here with two spearmen and Valian, another paladin of his brotherhood. More than the cold, it was the waiting which got to his nerves. He wanted to get over with it and chastise the bandits for their evil doings.

As before every fight, he was mechanically sharpening is already perfectly sharp sword. His companions had always made a joke of this ritual saying that a paladin should rely more of his faith than on his blade.

Bregan didn't care much for their mocking words. Although he was only twenty three, his high stature and his physical power had always made him confident. Besides, he had often showed his valor in combat and his arm dealt Arïn's justice with as much ardor has any of his brothers. His fieriness had been several times the causes of blame by the brotherhood's master. "Disobedience", "Excessive use of violence"... The ways of the order forced him to accept the scolding without being allowed to utter a word. But deep inside him, he only felt contempt for the concepts of temperance and mercy. Arïn had given him the power to take the lives of his enemies. Why should they take any prisoners if the will of the Father of Light was to exterminate them?

He was also infuriated by the fact that the kingdom's paladins had to participate in mere routine operations. He and his brothers were the chosen few of Light; their place was where the fate of the world was at stake, not in a rotten village, fighting common rogues!

In a second, the flame of Arïn gave way to a brazier of burning rage.

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These thoughts made Bregan's blood boil; he had almost forgotten the biting cold piercing his armor. A move in the mist help him snap back to reality: several silhouettes, moving silently on the snowy grounds, were getting into position around the village.

Without looking away, Bregan kicked the soldier sitting in front of him and waved to him to get into position. The two spearmen stood facing the door, their pikes held forward. Valian stood left of the entrance while Bregan kept looking outside; the tension in the air could almost be tasted.

Suddenly someone passed in front of the window and Bregan stared wide-eyed. The man he had just seen looked nothing like a Kelt. He wasn't wearing any hides and neither his weapons nor his protections had anything in common with what the Sessair or the Drune usually wore.

The horn of Alahan rang just then, putting an end to his thoughts. War cries echoed the horn when the soldier answering the call rushed out from the barns and the houses.

Bregan and his three companions also dashed out. Outside, the morning fog prevented them from seeing more than five meters away. Only the clatter of a nearby fight indicated that any kind of commotion was going on in this otherwise peaceful village.

The paladin was already running towards the fight when a raging cry came from behind him. Swinging around, he saw a silhouette running out of the mist, holding a broad sword high above his head. Before anyone could react, the blade sank deep into one of the spearmen. The unfortunate was thrown to the ground, unconscious. The second spearman tried to retaliate, but another opponent jumped from a roof, sending him rolling on the ground.

Bregan had more time to see the aggressors. They wore armor plates on their bare skin, but didn't seem to suffer from the cold in any way. Their brazen protections were delicately wrought and didn't look anything like the Kelt's.

When he caught the glare of the first assailant, Bregan felt like he was contemplating absolute void. This undeniable sign of mental enslavement confirmed what he suspected: These were not Kelt barbarians at all; they were dealing with servants of the reptile creatures known as Ophidians!

He didn't have time to find out what they were doing in such an isolated and insignificant country. Once the brief moment following the appearance of both assailants past, the fight began. From the first assault, Bregan felt the anger of Arïn rising in him like a burning flame. He blocked an attack to the head and struck back aiming for the torso, tearing a gash from his opponents shoulder to his sternum. The slave wavered, but showed no sign of pain. Bregan received this indifference like an insult and felt wicked frustration growing in him. Angered, he attacked again. But the slave fended the blow, stepped up to him and punched him right in the face with hilt of his sword. The paladin stepped back several paces with a split lip. Blood trickled into his mouth mixing the taste of steel to the already bitter taste of humiliation. He, Bregan of Vandris, noble of Alahan and paladin of the Kingdom, in trouble facing a mere puppet unable of thinking by itself! In a second, the flame of Arïn gave way to a brazier of burning rage. When the slave lifted his broad sword once more, he leaped onto him and caught him by the throat with the speed of a striking snake. Bregan was way taller and he felt the wretch's throat collapsing under his powerful grip. The paladin savored his enemy's suffocation for a while. For a moment, he caught a subtle change in the man's gaze, like a feeble light at the bottom of a well. This light was the sign of infinite distress; it filled him with savage delight and fed his furor a little more. Without letting go, he drove his sword into the slave's stomach and watched the light fade away.

The slave's body hadn't hit the ground yet that Bregan was already looking for a new opponent. A few steps away, Valian was still struggling with the second slave, but Bregan did not help him. If he was unable to rid himself of such a weak opponent, he wasn't worthy of his sacred sword!

Looking away, he moved into the fog and headed for the clamor of nearby fights. He remained on his guard, expecting to see an enemy jump out from anywhere. But what he saw in the village square left him dumbstruck. It was not slaves who were fighting here, but terrifying masked warriors who were as tall as him and but far more massive. Their armor was covered his razor-sharp claws which made then even more frightening. Pieces of mummified corpses where bound to then with chains. They wielded massive weapons which they slammed without mercy onto the Lion soldiers, who were vainly trying to put and end to such deadly fury.

Bregan stood there fascinated for a second, looking at these pure incarnations of destruction who harvested lives with the eagerness of Death itself. A scream of pain came from his left and he saw a brother-in-arms collapse under the blows of two slaves. One of them, a woman this time, turned her impassive face towards Bregan. He rushed forward with his blade aloof, the slave parried. But Bregan, using his momentum shouldered her and threw her off balance. On the ground and still stunned by the shock, she didn't see the strike which split her skull. Drawing back his bloody sword, Bregan turned to the second slave, but he was already on him. Bregan dodged the sword, but was unable to prevent the kick which hit him in the groin. Short on breath, he was forced to kneel down. The slave came in for the kill. In an ultimate effort, Bregan tried to lift his weapon to parry; the slave was suddenly swept away by a powerful blow. Speechless, Bregan looked up to his savior. A huge warrior dominated him, gazing onto him with eyes darker than Darkness itself.

"He is mine!" He said with extreme cruelty in his voice.

This challenge rekindled Bregan's ardor. So this terrifying warrior estimated that he was worthy enough to fight him. Bregan would not disappoint him then!

Getting up, Bregan sustained his opponent's gaze with determination keeping an eye on the brute's heavy two handed battleaxe. It swung and fell like a meteor. Trying to block the blow would have been pure suicide, so Bregan stepped out of the way ready the strike back. But far from being carried away by his strike, the Ophidian colossus pulled his weapon back, hitting Bregan with the side of the blade. Caught off guard Bregan sustained the impressive shock and managed to stay on his feet. After the first assault, the two fighters were once more face to face, but this time Bregan did not wait for his opponent to move first. Ignoring the pain of his cracked ribs, he attacked, stabbing and swinging, again and again, forcing the Ophidian to defend himself. Far from tiring, he dealt each blow with even more strength and fury than the previous. One of his attacks eventually landed, ripping away the warrior's mask, any closer it would have severed his head. Another blow slashed deeply into his enemy's arm and was followed by a significant crack. With his left arm broken, the colossus was still able to wield his axe with only one hand. He dealt a blow that hit the paladin's shoulder without causing any real damage. On top of things once more, Bregan shoved the great blade away and drove his blade right through his opponent's chest. Without a cry of pain, the colossus left go of his weapon and brutally grabbed Bregan, starring straight into his eyes.

> "Time has come for you
> to give in to your own
> darkness.
> Your blade doesn't burn with
> sacred fire like those of your
> brothers, I can feel it.
> It's your taste for
> suffering which gives you
> strength.
> You do not serve your god.
> You do not serve
> your kingdom."

—You like to kill, don't you? He barked in a deep voice. I can see it in your eyes!

Caught of guard, Bregan did not answer, pushing his blade forward. Spitting a flow of blood, the apostate resumed:

"Time has come for you to give in to your own Darkness. Your blade doesn't burn with sacred fire like those of your brothers, I can feel it. It's your taste for suffering which gives you strength. You do not serve your god. You do not serve your Kingdom. You serve your own Vice!"

Bregan was unable to answer or even deny. The Ophidians words were like a wave sweeping away all his inhibitions.

"I was like you...once. And I have rejected it all to finally free myself! My gods, my country...To my people, I became an apostate. Can you understand what it means? No remorse, No regrets...What ever you what, you can take!

A familiar voice came from behind Bregan.

—Bregan! Valian yelled, Retreat! They are slaughtering us!

But Bregan was unable to look away from the Ophidian. As he did with the slave, he watched him die, but this time he saw no terror in his eyes.

A hand grabbed Bregan by the shoulder and pulled him back.

—You're going to get us killed, by Arïn! Hurry up!"

Bregan did not hurry; he softly pulled his sword from the apostate's body which collapsed. And with great serenity, turned around slowly and beheaded Valian.

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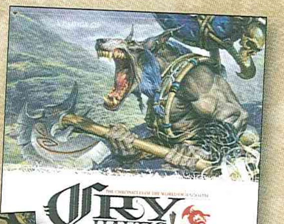

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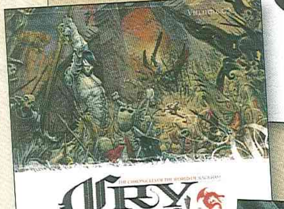

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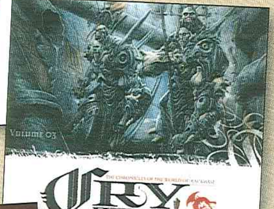

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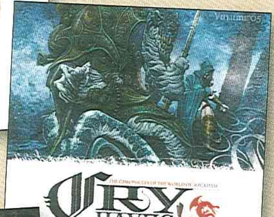

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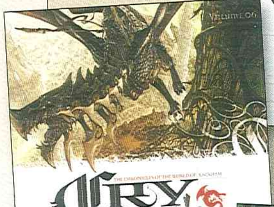

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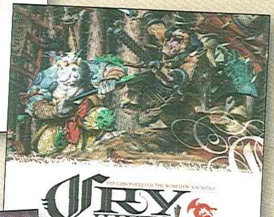

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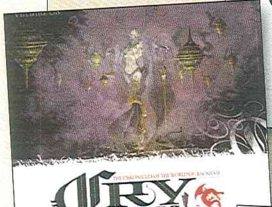

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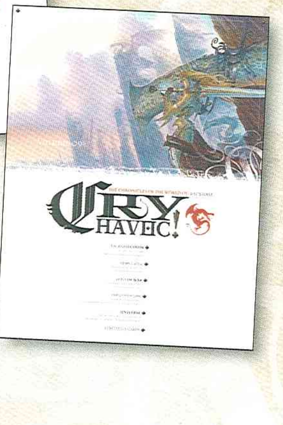

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